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ELECTRONIC GAMING MONTHLY

NUMBER 14

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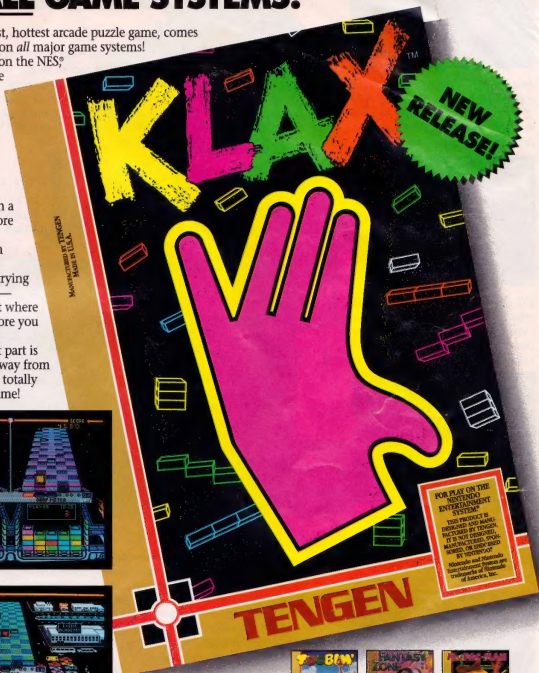
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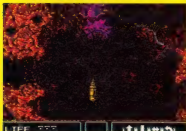
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Preview a slew of new Turbo games including *Legendary Axe 2*, *BravoMan*, *Tiger Road* and *Y's* on CD-I! Also look at Natsume's first title, *Shadow of the Ninja*!



28

EG Express brings you the first information on the new improved Lynx hand-held, as well as new game titles for the Super Famicom SFX and Neo-Geo!



30

Tons of tricks to help you blast your scores into orbit! Hidden level selects, bugs and test modes guaranteed to make you play like a pro!



82

It's the end of the mag and the end of the game - we check out the fantastic finale to *Bonk's Adventure*, one of the Turbo's biggest and best action games yet!

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Here's your hot ticket to one of the most promising NES titles of the year and a bucket full of new Turbo cards! *Shadow of the Ninja*, the premiere entry for Nintendo powerhouse Natsume, boasts intense graphics and unique play technique! From NEC comes a wide variety of new softs including the long awaited sequel to one of the best Turbo games yet, *Legendary Axe*, and new names like *Bravo Man*, *Tiger Road* and *Dragon's Curse* as well as *Y's* for the powerful TurboGrafx CD-ROM.

EG EXPRESS.....28

The latest news from around the electronic gaming world! In this installment of the Express, get the first facts about the new improved Atari Lynx and the super new features it has. Also check out the upcoming game libraries for both the Super Famicom SFX and the SNK Neo-Geo!

EGM BLAZES INTO TOKYO FOR THE ULTIMATE GAME SHOW.....38

If you thought the Summer CES blow-out was spectacular, wait until you get a look at the Japanese version of this super show! Our EGM crew went all the way to Japan to participate in the 1990 Tokyo Toy Show and brought back info and screen shots on dozens of upcoming games destined for the Japanese, and quite possibly, American markets!

We dive head-first into super softs for all formats, ranging from *Batman* on the Sega Mega Drive/Genesis, to *Super Star Soldier* on P.C. Engine/Turbo, to great Nintendo carts like *Rockman 3* (that's *Mega Man 3* to you and me). Also get previews of new games on export-only systems like the SNK Neo-Geo, NEC Super Grafx and P.C. Engine CD-ROM! Tons of games are previewed in this very special International Outlook section dedicated to fans of Japanese games as well as the future of U.S. gaming!

SCREEN PLAY.....76

A new feature for EGM readers! Screen Play brings you the hottest info from Hollywood, with a decidedly different twist just for gamers! In Screen Play we'll look at new movies and television programs that have roots that extend into the electronic gaming arena. In this issue, we check out the second invasion of the *Predator*, due in theatres this Christmas and on game screens in a future game from Activision. Our movie master also unravels the rumors surrounding the demise of *Capt. Picard* in *Star Trek, The Next Generation*, and offer some hope for this show's next season.

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GIVING THE PLAYERS WHAT THEY WANT...

If you look at the different gaming mags that currently populate the newsstands, there are two distinct types of publications. The first caters to the manufacturers of the games and hardware, gushing up glowing reviews of anything and everything that makes it to their system slots. They forsake journalistic integrity and honest opinions (if they have an opinion at all) in favor of the bottom-line, which in the case of publications happens to be ads.

The second variety of video game magazine is a much different animal, one consisting of critical editorial, honest appraisals of new game titles and the latest information on the hobby. This type of game magazine exists solely to serve the readers, featuring stories and columns that address every aspect of the industry - from how the games are made to how they are played! Fortunately, EGM resides within this second group of magazines.

Bringing you, the faithful EGM reader, the true facts can be difficult at times, especially when we rely on game companies for support. While a bad multi-review can create tension, most of the manufacturers know when they have a bad game and don't feel slighted when we have four different game players (not writers who think they know how to play games) look at the title separately. Giving the responsibility of a game review to one person can be unfair to game companies and misleading to the readers if that particular individual dislikes the genre of games he is reviewing. The quartet of reviewers we use provides the built-in balance that a real review needs.

Another sore spot for some game companies recently has been the disclosure of game tips and information on prototype systems. These manufacturers have argued that we have no reason to showcase games and game systems from Japan when they may never be released on these shores. With this I totally disagree. Just because Nintendo does not want to lose potential sales on their 8-Bit Entertainment System (a questionable reality in the first place), should that limit our ability to tell you about this next-generation 16-Bitter that Nintendo is working on in Japan? Just as leading car magazines go undercover to find out the look and performance of next year's hot autos, we make it our business to locate, from any and all available sources, the complete scoop on the newest systems, best games and most promising peripherals. Not because it will bother Nintendo or other companies, but because we know, from your hundreds of letters, that it's exactly what you want to read about.

While most game companies accept us for the animal that we are, some have exerted their own form of expression by refusing to advertise with us. One Chicago-based game company, famous for their NES sports titles, singled EGM out when we printed a level select and invincibility to their latest action/adventure cart. Despite the fact that our competitors ran the same tricks, they decided that it was our fault that they had not removed them from the game in the first place and told me indirectly not to count on an ad from them. In the end, it's their loss, not mine or yours.

STEVE HARRIS
Editor

P.S. Beginning with the next issue, you can look forward to a new EGM! Not only will we begin instituting a new look to the magazine, but it will also be available nearly everywhere you buy magazines through Warner Publishing Services, our new newsstand distributor!

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Hyper Lode Runner™



The Labyrinth of Doom

Earthdate: 2264. These are troubled times for the planet. After centuries of peace, the renegade Red Lord of Darkness has led his cyborg fanatics in a bloody revolution that has overthrown the United World government. Millions of political prisoners are being tortured, in his infamous Labyrinth of Doom far beneath the surface of the planet. Very little is known about this subterranean maze of brick-walled catacombs. Just vague rumors about the hidden millions in stolen gold guarded by a ruthless army of mutant cyborg zombies, commanded by the merciless General Zod, governor of the Red Lord's death camps. Only one thing is sure...none of your predecessors have ever come out of this dreaded place alive. But, you must find a way out with a lode of gold big enough to launch the counterrevolution. You are the last hope; the last of the great Lode Runners.

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GENESIS CD-ROM?

In your August, 1989 issue, you said that the Genesis would have a CD-ROM Interface coming soon. Can you please update your information on this issue as much as possible (showing graphics, dates, etc.)

Eiran Shalev
Dallas, TX

(ed. While there are still many specifics that have yet to be addressed, a close source to the Genesis CD-ROM project, who asked not to be named at this time, indicated that Sega is rumored to be working on a CD-ROM unit to be compatible with the Genesis 16-Bit. This is not the first secondary storage medium that Sega has unveiled for the Genesis, the source indicated. When the unit was originally shown in Japan, a floppy disk drive developed by Sony that utilizes 2.5 inch disks was shown, but later was scuttled in favor of the CD-ROM machine. What we do know at this time is that the unit is rumored to be in the final stages of development, and may be shown as early as the 1991 Winter CES this January. The system, which will interface directly with the Genesis, will reportedly carry a price tag in the \$199.00 region, and be shown with five games that will each check in at \$24.95 apiece. While this is half the price currently being asked for by NEC to upgrade their Turbo with CD-ROM powers, it remains unclear at this time as to whether or not the Genesis CD-ROM will have as much hard storage capacity or improved sound. It is also unknown as to whether a CD player will be supplied.)

POINT ME TO JAPAN...

I saw your answer to a question about After Burner 2 for the Genesis in issue number 10 and you mentioned that it was released for the Mega Drive (Japanese Genesis) in Japan in the month of April. So, I was wondering if After Burner will be released here in the U.S. and when and where I will

be able to buy it. Is there a place I can purchase a Japanese version from and is it different from the American version?

Ramon Ramos
Brooklyn, NY

I just got Thunder Force 2 for the Genesis and boy was it an intense game. I loved the horizontal fighting but the vertical scrolling got very repetitive and down-right boring. I also read in your magazine that Thunder Force 3 is coming out soon. I am very excited about this game and was wondering if there is anyway I can pre-order it before it hits the stands?

Joshua Saxon
North Patomac, MD

(ed. Nearly every game you see originates from Japan, where the majority of the programming and development work is done. Also, even though most games eventually do appear on these shores, they appear in Japan months before they do here. As far as difference go, most games, except for the complicated RPGs that are loaded with volumes of Japanese text, translate to the American market with very few changes, especially the two aforementioned carts. If you're interested in obtaining more information about Japanese games, there are several direct mail-order dealers who can help you. SCI is one of the leaders in domestic and international games and systems, specializing in Mega Drive/Genesis carts. They can be reached at SCI, 6413 NW Cosby Street, Kansas City, Missouri 64151 or by calling (816) 741-8522.)

32-BIT GENESIS?

I have heard rumors of a 32-Bit Sega Genesis which has been released in Japan, and that Sega is going to release one in the U.S. in a couple of years. I have also heard that there will be an adapter to boost the Sega Genesis up to this 32-Bit power. Can you fill me in on these rumors?

Aaron Dolimo

(ed. As far as we know, your rumors are exactly that...rumors.)

GETTING TO THE POINT!

O.K., I want to get to the point about third-party licensees for the Genesis. Is Fabtek, Capcom, Konami, Taito, Romstar and Atari involved with the Sega Genesis third-party groups? I really want to know because I want Toki and Dynamite Duke by Fabtek; Teenage Mutant Ninja Turtles, Aliens and Crime Fighters by Konami; Operation Thunderbolt and Night Striker by Taito; The Ninja Warriors by Romstar; and Hydra by Atari available for the Sega Genesis.

Tristan Leeds

(ed. Getting to the point is an understatement Tristan! Anyway, out of all of the companies you mentioned, only one is an official Sega Genesis licensee and that's Atari Games. Unfortunately they don't have any plans to convert Hydra to the Sega 16-Bit format at this time, although the chances of this happening in the future are possible. Several of the other games you mentioned, however, will appear while others won't: Toki is rumored to be heading for the Nintendo 8-Bit, but Fabtek's Dynamite Duke will appear on the Genesis later this year wearing the Sega label. All Konami titles are being developed on the 8-Bit and 16-Bit Nintendo, although there are rumors that indicate that Konami may begin developing on other formats. Taito has released several Genesis games in Japan but none are set to appear here. Among them is The Ninja Warriors, which was originally developed by Taito and was licensed to Romstar for use in the arcades. Lastly, Final Fight, the Capcom mega-hit in the arcades, is almost finished for the Super Famicom and is not planned for Genesis.

NINTENDO VS. SEGA ROUND TWO...

After reading issue number 12, I was sent into a minor state of shock. Seeing the article on the Nintendo 16-Bit I was quite upset to find that the machine will be released much sooner than was planned. The reason I'm upset is that with Sega finally getting its feet back on the ground it's going to have to face off against Nintendo again. And since the SFX appears to be quite a bit superior to the Genesis, and the fact that Nintendo has a much larger following could spell trouble for Sega. Will Sega offer any upgrades to be more competitive to Nintendo, and whatever happened to the Tele-Genesis modem peripheral?

Eric Mylonas
Carmel, New York

(ed. While it might initially appear that Nintendo is trying to squeeze into Sega territory again, you must remember that the Nintendo 16-Bitter was announced at about the same time the Sega Mega Drive was in Japan, around the later part of 1988. Nintendo has undoubtedly employed even newer technology into their mega-machine, but let's also not forget that Sega has quite a healthy head-start, with a system that is quite superior to anything on the market. This has not only allowed Sega to get a firm foothold on the 16-Bit market, but also has enabled them to successfully court a wide variety of third-party licensees that will insure longevity no matter what the competition offers up. The last thing to remember is that healthy competition will push both companies to increase the quality of their games and the capabilities of the systems. In the end, that is what is most important anyway.)

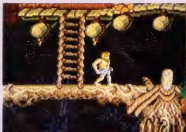
IT DOESN'T GET ANY BETTER THAN THIS...

I read in your number 11 issue that Ghouls 'n Ghosts for the NEC Super Graftx destroys the Genesis version. My question for you is how can the SG translation be better than the Genesis? I have found the Sega 16-Bit G&G almost identical to the

arcade version. Does the Super Graftx have better graphics or sound? After all, isn't the Super Graftx just an 8-Bit machine?

Joe Thornton
Chester, NJ

(ed. Indeed, the NEC Super Graftx is powered by a primary 8-Bit CPU, but it also gets help from a very fast graphics chip set that gives the unit superior graphics and animation power when compared to the Sega Genesis or even the TurboGraftx-16. While the SG version of Ghouls 'n Ghosts plays almost the same as the Genesis clone, it possesses graphics that are slightly sharper, and extra fields of graphics and animation that were missing from the Sega translation. Just check out this photo and you'll see what we mean...)



WHAT HAPPENED TO SEGA 8-BIT?

Out of all the gaming magazines I read, yours is the best. But I am outraged at the poor coverage that the Sega Master System has been receiving in your pages recently. I own a Nintendo, Genesis and the Power Converter and I find that the Master System has some of the best games around. It seems like big names such as Nintendo are pumping out titles of little merit, while the Master System has a library of quality games. Beef it up, will ya!

Pat Coyne

(ed. Pat, we hear where you're coming from! Please understand, however, that we can only cover what is actually developed, and until just recently Sega had absolutely nothing to offer because nothing was being made on the 8-Bit. With the advent of the Master System 2 and new titles like Strider and Ghouls and Ghosts coming for 8-Bit, you can expect to see more Master System coverage.)

GIVE US SFX!

In EGM number 10 you said that there was a rumor floating around about the Super Famicom being a 32-Bit system, not 16-Bit. I was very curious about this and would like to see a large updated review on the Nintendo Super Famicom.

Robbie Germain

(ed. We plan to give you and other readers a complete blow-out of the Nintendo Super Famicom SFX in the next issue Robbie, complete with photos of all the games under development, probable stateside release dates and more in-depth coverage of the system itself and its capabilities. By the time you read this we will have already had first-hand use of the Super Famicom and some of the first games, including Super Mario Bros. World and F0, a racing game, among others.)

BE ON THE LOOK OUT...

My compliments on your truly wicked mag. You surpass all the others with the enormous amounts of excellent information you dudes put into each issue. I especially like Quartermann! He is the most bodacious, most cool, most radical, most wicked, most excellent dude on the face of the Earth! His column is unreal! Just who is he really, though? Tell us, your public wants to know!

Christopher Greer

Hey, Quartermann, that was some season finale on Star Trek: The Next Generation. You wanted Borgs, and you most certainly got 'em! It could easily translate into a game. What do you think? Working title: The Search for Lokutus. I guess we can kiss Picard goodbye, unless, of course, 'Q' shows up and saves the day!

Geoff Murray
Santa Barbara, CA

(ed. Quartermann bows his head to you in recognition for the many humble descriptions you provided. As for the gaming guru's real identity, you will get no help! This mystery man has enough super Bosses to defeat without anyone knowing his name! For more info on Star Trek and other cool news, Geoff, turn to page 76 for a new column inspired by Mr. Q!)

VIC TOKAI Revue!

Golgo 13™

Air wolves and iron tanks? Hey, this dude eats heavy metal for breakfast. The man likes to pack a custom M-16, but his karate kicks to the chops are just as deadly. He's anybody's agent if the price is right; and he's everybody's worst nightmare. **Golgo 13™** is the secret code for action. Air combat anyone? **Golgo 13™** takes you right up the tailpipes of bellowing bombers, right through the little choppers, and right around screaming interceptors. Whether it's crunching karate combat, tense underwater tank warfare, or the sizzling laser fights in the best mazes in video, **Golgo 13™** means action. In fact, there's so much action that you'll probably wear down the B-button.



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The good king's sorcerer has been searching for magic and out of desperation pulls a rockin' rebel from the eighties back in time. **Kid Kool™** is sent on a quest to help retrieve the seven wonder herbs, the only hope to save the king.



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At the break of dawn, the eerie sounds of heavily-laden tanks pierce the morning calm. The metallic reflection in the distance only proves that the sun is bright, but who is it?

Are these tanks the armored support you called for, or has the red machine broken through? There is little time to react. Should you wait till your men are in range, or should you attack them now?

As Commander-in Chief, you've got no time to waste.



The Mafat Conspiracy™

A "StarWars" satellite has been snatched out of earth orbit, the inventor of satellite capture technology has disappeared, the C.I.A. and the K.G.B. are blaming each other, and the world edges toward nuclear oblivion.

Golgo 13 is back just in time. **The Mafat Conspiracy™** is a phantasmagora of action and interaction. Your eyeballs will stretch from their sockets as you speed through Europe in Golgo's Ferrari. Your bones will rattle as you leap across the cars on the Orient Express. And if you think you've seen bad dudes, wait till you feel the power of Duke Togo's wicked karate kick.

The Mafat Conspiracy™ is for those who demand the very best in video games. See it at World of Nintendo, and we'll prove it to you!

All-Pro Basketball™

Bored with simple-minded one-on-one basketball? Disappointed that only three men on your team can dribble down court? In a foul mood because the guy who made the basketball game you bought seems to be using hockey rules?

If you're a die-hard gym rat who can play the game, and expect your competition to be the same way, then it's time to play ball because All-Pro Basketball™ has arrived.

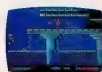
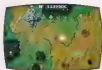
All-Pro is true all-court Five-On-Five basketball complete with long-range jumpers, in-your-face stuffs, passes, steals, rebounds, fouls, and even a half-time show.

If you're new to basketball, buy the other games. But if you're a real basketball junkie, leave that weak stuff on your home court, and let's get down to the pro game.

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Bored with action on earth? Sick of hohumming it around the neighborhood? Need some excitement in your life?

Take off into space with **Terra Cresta™**. You'll be hurled in to space and thrown into a fight with the evil forces of darkness. Only you can break through the enemy's treachery and beat Mandora, the Supreme Commander of the evil that awaits.



Clash at Demonhead™

Professor Plum and his designs for the dreaded, death-dealing doomsday device, Dead End, are in the clutches of the diabolical Lawbreakers—a sinister society dedicated to the destruction of mankind. It's only a matter of time before the Dead End Device is assembled and the final countdown to global Armageddon begins.

As Sgt. Billy "Big Bang" Blitz—the youngest and gutsiest commando of the Special Assault Brigade for Real Emergencies (S.A.B.R.E)—your mission is to foil the Lawbreakers' insidious plot. To accomplish your mission, you must find the shortest route to the summit of Demonhead Mountain, where the poor professor is being held prisoner. Rescue the professor, and you save the world from total destruction. But if you should fail . . .

GAME BOY GAME BOY GAME BOY GAME BOY GAME BOY GAME BOY GAME BOY

Daedalian Opus™

The ancient land of Daedalus is governed by symmetry and time. It is a land, where your progress will be severely tested by the challenge of myriad shapes and blocks. It will take the art of Daedalus and the power of your mind to solve the confounding riddles of the blocks. To be beaten is ordinary, to achieve victory is an art.





STEVE

Our editor's time has been split between the new games *Shadow of the Ninja*, and *Shadow Dancer*. Make sure you check out his awesome new column - Screen Play!

ED

Ed is completely unbearable! All we hear about is his hands-on experience with the Super Famicom. We tolerate him though because he did bring back a Game Gear.

MARTIN

Having blown through Mega Drive *Batman* and *Rastan 2* Martin has settled down with the 8 meg *Strider*. We guess it's a bad game as he hasn't been out of his office in a week!

SUSHI-X

Our globe-trotting jet-setter *Sushi-X* has finally been found! We photographed him in Tokyo (Page 38) where he was teaching the Japanese game players new arcade tricks!

Nintendo - Acclaim Total Recall

Type: Action Release: Aug.
Levels: 10 Difficulty: Avg.



It's a weird feeling, who are you? Douglas Quaid. Are you sure? Ever since that brain implant you really don't know. To make it worse, you are being chased by somebody's hired guns and you don't know why. The answer to all your questions you believe, is somewhere on Mars. But who do you look for once you're there? It could be the boss behind the turbinium mining activity. Find him and he could just be the key.

NES video games just hit a new low. *Total Recall* is a total bore that has sub-standard graphics and none of the action found in the movie. The whole thing comes off like a bad dream, with hardly any fun to be found.

Combine a mega hit movie with one of the best Nintendo software companies around and you would expect a great NES game. Wrong! *Total Recall* has substandard graphics, fair gameplay, but not what one would expect from Acclaim. A big disappointment. Not up to standards.

What happened Acclaim? Did somebody reprogram Rambo and digitize Arnold? And a couple of scenes? The movie was cool but the game is a horrible imitation. There is little animation, most of the characters and it has 2600 sound effects. Acclaim should "recall" this one.

In the movie of the same name, Arnold's character's memory was erased! This was based on that movie, should we have it's "memory" erased? Total Reject!

Nintendo - Sunsoft Journey to Silius

Type: Action Release: Sept.
Levels: 6 Difficulty: Avg.



Your father is chief of the Silius space colony and when you get there you find that a huge explosion has destroyed the colony including your father. His research notes talk about intergalactic terrorists threatening the colony and it is up to you to avenge your father's death. Eliminate the terrorists and their bosses who have taken over Silius to prevent this from happening again on another planet.

This game is not going to win any awards for being the most innovative, but Sunsoft did manage to introduce some new and genuinely playable levels to the standard action/shooting genre. Nothing incredible, but a nice game in the end.

While Silius doesn't have the big name on the game as *Batman* did, this soft shoot 'em up was a good game on it's own. All of the qualities of a decent shooter are here, challenging game, a decent variety of backgrounds, and a good difficulty curve, though set a bit too easy.

Although they stripped the Terminator title from this game, Silius is going to be one of the sleeper hits this year. Like *Batman*, while the graphics are small in scale this allows more variety in backgrounds and game play. 'Killer' bosses and a jammin' soundtrack are high points.

Lucy meets Star Wars! A good action adventure game with great music and a tough enemy opposition! The "BOSS" enemies throughout the game's storyline intermissions are fun to kill 'em, mak'em laugh!

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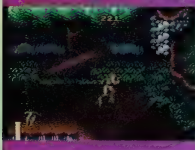
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Nintendo - Ultra Rollergames

Type: Action Release: Sept.
Levels: 5 Difficulty: Avg.



Lace up your skates and hit the streets. But watch out though. There are some pretty mean dudes out there. Like judo masters, skateboard thugs and motorcycle maniacs! Not to mention all the hazards on the road! You command three teams of fellow skaters and must go up against the enemies who rule the streets. Fight through 6 stages of horizontal and vertical scrolling action.

Rollergames is segmented in the same manner as any of Konami's blockbusters. Good game graphics, smooth scrolling and Bosses. What the game lacks, however, is a sense of purpose. It ends up short, with little of the *Breath of Fire*-style action it is trying for.

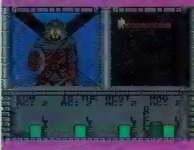
Kung fu on skates. It's an idea that hasn't been overworked yet and Konami has done a decent job in making an idea out of it. The obstacles in the road are variety and there are enough opponents to work off all the frustrations that have been building up.

I'm not a fan of the show and I was expecting a boring skate around the rink, punch & kick fun instead you are treated to a variety of backgrounds ranging from jungles. Great graphics and sound don't hide the control problems which take away from the game. Only average.

Rollerskate TV show gone berserk! More than enough challenge to keep it interesting, but it's definitely not Mr. Rogers' Neighborhood!! The graphics are good and blinking ONLY occurs when the characters talk!

Nintendo - Acclaim Swords & Serpents

Type: Adv. Release: Sep.
Levels: 16 Difficulty: Avg.



Venture downward deeper and deeper into the haunted maze of the terrible Serpent searching for the hidden magical Ruby artifacts. Only when you find all the pieces will you and your three friends be strong enough to take on the Serpent itself! But you are not alone. Hundreds of hideous demons stand between you and your goal. It's 16 long levels of mazes set in a first person perspective. For either 1, 2, or 4 players.

This game is one of the better looking RPGs to appear, with nice animated caricatures and move and attack. The game play keeps you moving around the labyrinth and there's a lot of items to collect, but the game is slow and tough to get into.

First person perspective maze/RPG's are becoming more popular. Acclaim's has several twists in it to makes it different. A 4 player option, and the overwatch map which becomes visible as you move through the maze. Decent graphic detail and devious mazes make it interesting.

Interplay does it again. It looks like Acclaim's new developers are coming up with some real winners; Yeah right! SAS is not enjoyable at all. You have no real control of your party and the graphics and music won't save this Wizardry clone with enhanced features.

An interesting role-player for those who itch to search and destroy! Good graphics and music, but it takes a real commitment to play for a long time. Next time leave me at home!

Master System - Sega Super Monaco GP

Type: Race Release: Sept.
Levels: N/A Difficulty: Avg.



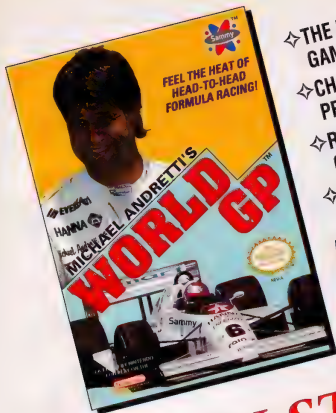
Sega has taken their popular arcade racing game and converted it downward to the Master System. Almost all of the action is here as you have a wide variety of tracks to race on, four different transmissions to choose from, and a split screen to allow for two player head-to-head competition or you against the computer. An overview of the track shows your relative position and what turns are coming up.

Super Monaco GP, while constructed as a decent playing game, just doesn't explode to the screen like similar 8-Bit titles such as Out Run did in four ways. With some tuning this could have been a hit, what we get is a mediocre game that never gets out of first gear.

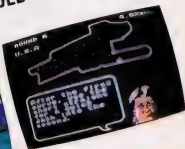
I like the two-player option in this game, giving you direct head-to-head competition. While the graphics aren't as impressive as similar games, the action at pit stops and wide selection of items help it along. Not the best conversion, but better than average for the SMS.

Super Monaco tries to touch on a lot of different themes, with head-to-head racing, pit stops, track selections and more, but instead comes up a little rough around all of its multiple edges. There is a lot to like, but it doesn't touch Out Run.

This is a poor excuse of a driving game. If the SMS is supposed to be superior to the NES then this game certainly doesn't show it. The game is too straight forward and comes off looking like a poor NES title. Keep the car in the garage.



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Master System - Sega Columns

Type: Puzzle Release: Sept.
Levels: N/A Difficulty: Avg.



Sega is bringing out a Tetris-like falling piece puzzle game. In this, all of the pieces are the same shape. On each piece though, there are three jewels and each jewel could be one of several different colors. As the piece falls you can change the order of the colors. When you match up at least three of the same color either horizontally, vertically or diagonally the jewels disappear and the remaining pieces fall downward.

The 8-Bit version of Columns misses in several areas. While the game itself does imitate the Tetris-like falling puzzle game, the shapes are too small. The game is also much too easy. Both are minor shortcomings that detract from a good design.

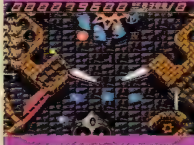
Most puzzle games aren't memory hogs. The Genesis version is only 1 meg and why Sega couldn't make a nice looking SMS version is beyond me. The playfield is too small and if the NES Tetris can trick good why can't the SMS Columns? Still worth trying if you don't have a Genesis.

Columns is a great game on the Genesis and in the arcades but the SMS version is lacking in graphics and game play. The gems are way too small and the colors seem to blur together making it difficult to play. Not bad, but not great.

What is already a small playfield has been further deduced to the point of no return! I really like this game! Just not this version! A great coin-op game, but suffers here due to poor execution! Excuse me, hmmm... not a bad idea for this version.

TurboGrafx - NEC Devil's Crush

Type: Sport Release: Sept.
Levels: N/A Difficulty: Avg.



First you beat the aliens in Alien Crush. That was pretty easy. But are you ready to take on the devil? That's your job in NEC's newest pinball game. Skeletons, coffins, sorcerers and dragons are but a few of the bizarre underworld characters appearing throughout the game. Compete with your friends for high score as you try to get into the bonus rounds where even greater adventure awaits you.

This is a decent follow-up to the first Turbo pin, Alien Crush, but there really isn't that much to it. Sure, it plays like an entirely different pin, but the same formula of bonus rounds and a scintillating playfield leave something to be desired.

Two pinball games from the same company for the same system? While this version is definitely better with a lot more features and animations it still is pinball. Great sounds and bonus rounds add to the game play.

If you get past the controversial theme, Crush is a very cool pinball simulator following the lives of Alien Crush. Incredible sights and sounds and excellent play blend to bring a very entertaining title.

Despite a few inherent flaws, this video pinball is a blast to play! Beautiful graphics presentation and sophisticated music kept me enthralled for hours. Lots of secret bonuses and bonus rounds enhance play. For ALL ages!

TurboGrafx - NEC Psychosis

Type: Action Release: Sept.
Levels: 5 Difficulty: Avg.



It's all a state of mind. During your consciousness your thoughts are of good things. But slip off into deep sleep and your mind wanders into the evil part of your existence. That part which is controlled by the devil Ugar. And that is just what happened! You are trapped in a bizarre world of everything which you are afraid of. You have also gone past the point of no return and must fight to free yourself from Ugar's control.

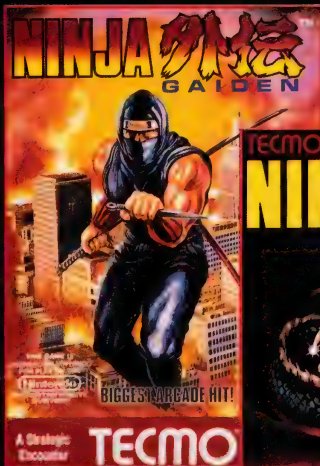
Psychosis is a good shooter in the same vein as R-Type, with options, weapons and an alien armada large enough to take out even the best players. The pastel look of the game needs to get lost, but the play is the thing, and in this department it wins!

NEC has really been coming out with some great games lately. Psychosis is no exception and is very, very different. While still a shooter it's the totally weird graphics, shapes, and colors which make the game this good. Has to be seen to be believed.

One of the most bizarre shooters I've ever played. Backgrounds are made up of optical illusions that will trick you, attack you and crush you nuts! I love it! Tough from beginning to end Psychosis is one shooter that makes others look too normal to be interesting. Too short, I need more!

Super shooter with graphics ranging from weird to abstract! Good weapons and power ups as well as eerie music! The alien will tempt you along in between rounds of play. The 'distortion' effect that announces each round is also cool! If R-Type is your game, so is this!

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Genesis - Sega Moonwalker

Type: Action Release: Aug.
Levels: 6 Difficulty: Avg.



Michael Jackson makes his video game debut in the newest Genesis title - Moonwalker. Mr. Big has kidnapped the children of the world and you, as Michael must kick, punch and jump your way through 6 levels of city streets, sewers and even a graveyard to find where the children have been hidden. Rescue all of them and take on the level boss. Should you get into deep trouble you can dance the enemy to death.

Moonwalker is a game that touches on all the best parts of most hit games and is done so fairly well. Its problems rest in multiple options that bring more confusion than action. The graphics and sound are good, but the game is repetitive.

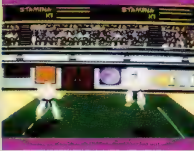
Dancing the enemy to death is certainly different! There are a lot of levels in the game and while they look different sometimes they all seem to play the same. It's a bit too easy of a game and unfortunately it won't take very long to "beat it".

Moonwalker isn't as "BAD" as it's hyped up to be. Sure the music is based off of Michael's biggest hits, and granted, the graphics and animation are extremely detailed, but the game play after a while tends to be somewhat repetitive and you're doing things over, and over, and over...

This game is no "thriller", but decent nevertheless! With initial game play similar to Street Fighter with moves that made Jackson famous, our hero dances on the faces of evil men! Rescuing kidnapped girls as music pulsates is as good as it gets! I'm waiting now for a La Toya game!

Genesis - Electronic Arts Budokan

Type: Simul. Release: July
Levels: 14 A Difficulty: Avg.



Master four martial arts by practicing and learning dozens of elaborate moves. In addition, you must learn how to build up your stamina and how to focus your internal life force - Ki. Learn this by practicing by yourself or fight with a computer opponent on the free-spar mat. Get good enough by building up experience to increase your belt color and then take on a master in each of the arts in a head-to-head tournament.

This game is a joke! While I'm sure there is a certain segment that enjoys the ridiculous training methods of the martial arts, most gamers I know play games to have fun and get amazed by what the Genesis in particular can do. If that's you, then stay away from Budokan.

I just couldn't get excited about this game. While it is a true simulation, it just isn't fun. The moves are complex and the time required to be a master is too long. If I want to wear a black belt I'll go to Sevens and buy one. Waiting in line to play for it would be more fun than playing this game.

I found this game boring and unexciting, as kung fu games go. It might be authentic, but the simulation of the many moves are animated slowly, and waiting for your character to regain enough strength to strike your opponent is annoying, tedious, and awfully not fun to play.

This game is as hard to play as martial arts are to learn! Karate kids and Bruce Lee wannabes need only apply! I liked the ride on the bullet train the best.

Game Boy - Acclaim Wizards & War, 10

Type: Adv. Release: Aug.
Levels: 18 Difficulty: Avg.



Kuros the knight warrior is back, this time in black and white on the Game Boy. Travel to the opposite end of the Fortress of Fear in search of Princess Elaine who has been abducted by the evil wizard Malkil. Your quest takes you through castle ruins and up into the clouds where along the way you collect food, keys, gems and magic spells while battling dozens of evil creatures with your Ironsword.

Wizards and Warriors X brings the Kuros character to the Game Boy and he's not the only one to wear! The action is slow at times, but the game play and graphics are top notch for the portable. A few new features, but for the most part a good rendition of the popular NES title.

All jokes about the numbering system aside, this is a decent action game for Game Boy and we've been seeing lately is the puzzle games and this cart is a real treat. It plays well considering the system it's on and is definitely worth buying!

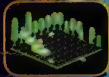
I must have been playing the Lynx all this time, because I missed 3 through 9, but W&W is a pretty good NES conversion on Game Boy. It plays OK, you jump a bit more than you want to at times, the graphics and stereo sound, the levels of challenge and blurry scrolling.

A well made action game for Game Boy! Not as detailed as Chapter 6; not as colorful as Chapter 8; not as difficult as Chapter 4; not as colorful as Chapter 7; not as challenging as Chapter 5; but not as expensive as Chapter 2!

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Game Boy - Sunsoft

Batman

Type: Action Release: Sep.
Levels: 4 Difficulty: Avg.



The Joker is back terrorizing the people of Gotham City. Worse yet, Vicki has been kidnapped and Batman must fight his way through the Axis Chemical Factory, Museum and finally up to the belfry of the Gotham City Cathedral for the final encounter. Gather power-ups to give you rapid fire, waves, batrang and tranquilizers to help you defeat the Joker's henchmen along the way.

This is a great GameBoy game! Batman has a little bit of everything, including multi-scrolling action/adventure, flying/shooting and much more. The graphics say GameBoy standards are supplantive, with intermissions and Bosses! Superb!

NES Batman was great and GB Batman is very good. Probably one of the best GB titles of the year. The speed is right for the slow GB screen, the game play challenging, the sound better than the NES, and the intermissions outstanding.

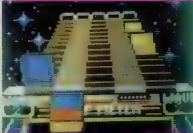
Sunsoft took a different approach when bringing the Dark Knight to GameBoy. In this version his main weapon is a gun which can be powered up. It has the same music from the NES version, but better in stereo. Dignified arena displays and Batwing side shooter scenes too!

Gez Batman, better lose a few pounds and put that away and slug it out like you're supposed to! A good game with great music and special effects. One of the better GameBoy cards.

Lynx - Atari

Klax

Type: Puzzle Release: Aug.
Levels: N/A Difficulty: Avg.



Like the arcade version, in Klax for the Lynx, rows of different colored bricks move towards you on a conveyor belt. You must maneuver a platform to catch the bricks as they come off the belt and then drop the bricks so that they stack up in such a way to have three or more bricks of the same color either horizontally, vertically or diagonally. Create the awesome 'X' configuration of the same color for mega-points.

This is the best version of Klax the home market will see. The Lynx not only captures the vertical design of the game, but also has identical graphics, voice and sound straight from the arcade. Klax is great on the go and never looked better!

Atari is doing an excellent job in not only getting great titles for their Lynx but more importantly they are programming them so that they play well. Klax is a great example as it nearly duplicated the feel of the arcade version. Awesome sounds!

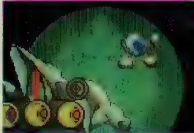
The Lynx version of Klax is the best there is, surpassing both the Genesis and Turbo versions. This card is identical to the arcade in virtually every aspect: the graphics, sound, and play are just like the arcade if not better. Awesome the music!!!

The best version of this mind-puzzler yet! Great game interaction! The vertical display is also an interesting change of pace that no other system can do. Look forward to the Odyssey version next!!!

Lynx - Atari

Xenophobe

Type: Action Release: Aug.
Levels: 12 Difficulty: Avg.



This side-scrolling game, which allows up to four players, is another popular Atari arcade hit that puts players on an alien space station. Players assume the role of one of several different characters including a hero, an alien or a duck-like creature. You must attempt to clear each alien-infested base, search for weapons and valuable objects, and make it back to your command ship alive.

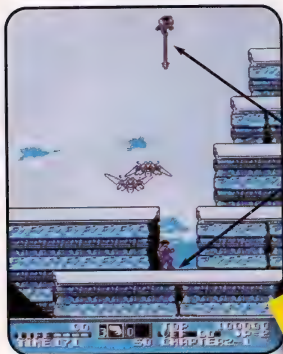
Xenophobe suffers in two ways. The game is way too short with only nine levels before the final ending plays. Secondly, the difficulty problem is compounded because the game gives you no lives. Looks good but not enough bang for the buck!

Lynx Xenophobe is the way the NES version should have been. The action is constant and the pesky aliens just keep coming. Looks good on the small screen and like the other Lynx card it sounds great too. Overall, a decent shooter.

Xenophobe was a total flop on the NES. Being a fan of the arcade game, I was waiting and waiting for a version which did the unique game justice. Well here it is! The Lynx version of Xenophobe is an excellent 4-player conversion. I like the variety of new power-ups like the jetpack.

Not my favorite game in any form, this version certainly is well done! Probably better than the original Bally coin-op with great music to boot! Not for those who fear everything including video games!

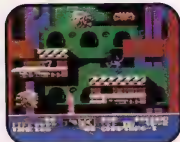
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GAMING GOSSIP

...Genesis CD-ROM System Due Next Year...Super Famicom SFX on Display...Simpsons Coin-Op by Konami...
New Lynx Design Revealed...Warner Acquires Atari...New NES Hand-Held...Turbo Express Update...

...Chew on this one for awhile: Sega has ditched their plans to market the Floppy Disk Drive System that Sony developed for them and will instead unveil a true CD-ROM interface for their 16-Bit heavy hitter next Spring! The machine is rumored to clock in at the vicinity of \$200.00 and will be offered at the same time as a half dozen CD titles which should go for somewhere around 25 bucks! Despite some bad shots like the Master System 2 (why?), Sega appears to have the 16-Bit ball entirely in their court with an impressive machine that will soon be able to do it all. CD-ROM seems to be the wave of the future, and for such totally kick price Sega seems to have made the games of tomorrow affordable today!...

...The Nintendo Super Famicom SFX will soon be on display for the first time in Japan! The upcoming Nintendo Show in Japan will not only be the launching pad for this most radical super machine, but yours truly is also expecting to get my hands on hot third-party softs like Ghouls and Ghosts 3, R-Type 2 and Final Fight (which are all around 70% completed). Let's not forget Super Mario World and the other cool games Nintendo is planning! I just want to know when it's heading our way...Yes Doc, if you knew anything about games you'd know that Universal hasn't been making arcade games for years...The smaller and more compact Lynx is on its way! The machine is almost half the horizontal size of its forefather, and it will come with some nifty new features like an automatic backlight shut-off! Also look for the Atari to redesign their carts into a shape that comes with a shell to protect them from dust and the elements! Combined with the loads of new games expected X-Mas time, the Atari label could become a contender once again!...

...Look for our buddies at Warner Communications, the new distributor of your favorite gaming mag EGM, to buy back into the video game scene in a major way! The big "W" has already bought back into Atari Games and there are even rumors that they may make a play for the other Atari with the awesome color hand-held. We'll keep you posted...Interplay, responsible for the latest batch of Acclaim nightmares, has secured their own license to produce NES and GameBoy carts. I'm with you a hundred percent guys, but you're gonna have to do better than Total Recall if you want to survive...Look for the Simpsons to be invading the local arcade as well as your living room. While Acclaim will be responsible for bring bad-boy Bart and the rest of his suburban household to Nintendo and GameBoy screens, arcade powerhouse Konami has secured the suburbs to the quarter-sucker! Look for a game that is similar in some ways to their earlier arcade mega-hit, Teenage Mutant Ninja Turtles...

...Ever since NEC was nice enough to give Senator Harris one of the first Turbo compatible Expresses, I've managed to sneak in late a couple of times to test it out. Not only does this machine blow away the competition, it also sucks the life out of batteries like nothing you've ever seen! One set we had only lasted 45 minutes! The display also burns white text into black backgrounds. For instance, on the first stage of R-Type, after the R-Type logo appears and you push start, you get to see the silhouette of the logo throughout the entire first level of play! Besides these minor shortcomings, and the fact that the text and graphics on several games are hardly legible, the Turbo Express is absolutely in a class by itself!...

...While we're on the subject of hand-helds, I just got word that another company has devised a portable color NES that will play all compatible carts without infringing on any of Nintendo's copyrights! This hot hand-held, which is rumored to be the same concept that BDL used in their stunning Express - using Nintendo carts on the go - will be making a big splash soon...Rich, Tough Turf - Tough Turf, Rich. Is there a connection?...The latest fab NES licensee, Natsume, has decided to add Final Mission to their winning line-up which also includes Shadow of the Ninja! Although they plan to change the name, it is still one of the best 'Forgotten Worlds' style shooters ever to populate Nintendo screens...Enough already, I don't want to hear it! I know by now you've seen the high score tables and know that Martin is the reigning champ on Thunder Force 3. I don't know how to explain this...it must have been something I ate...

- QUARTERMANN

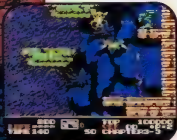
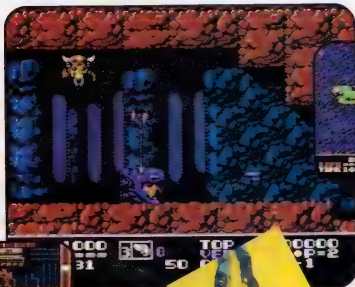
Stab!



Stab a frozen ForceFace to gain the powerful Wave!

Power-up your spear to attack "Long-distance"!

The spear really helps when climbing the mighty cliffs!



Do You Have the Intense Concentration Required to Save the Countries of United Earth from War-Crazed Robots?

The lives of trillions depend on you - Low G Man, the most incredible warrior alive. If you are to succeed in your near impossible quest, you must master the deadly armor-piercing spear, an electro-magnetic disruptor pistol and a super-human jump (up to 1 3/4 screens)!

If You Don't Master the Spear, You'll Die a Quick Death!

After you power-up your anti-gravity backpack you can blast from above: WAY ABOVE! Stab or use one of your many acquired weapons:

a Boomerang, Fireball, Bomb, or the awesome Wave!

You get blazing action, detailed scrolling backgrounds, multiple levels, heavy power-ups, infectious music, infinite continue & password.

Are You Worthy of "Low G Man"?

Everyone can play Low G Man, but only a few can master it.

If you're ready for a game that gives you everything and only asks for your extreme concentration, then watch for Low G Man.



TAXAN
Consumer Division

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NEXT WAVE

**SHADOW OF THE NINJA, Y's,
LEGENDARY AXE 2, TIGER ROAD,
BRAVOMAN, DRAGON'S CURSE**

NEW SOFT NEWS

At the Summer CES, NEC had over 30 titles on display including 10 new CD's. Some of the best included the long awaited sequel to *Legendary Axe*, *Tiger Road*, *Bravoman*, *Dragon's Curse*, *TV Sports Football*, *Y's Books 1 and 2*, *Last Alert*, *Final Zone 2*, and *Valis 2*.

MENU

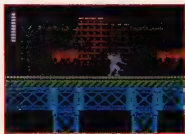
**Nintendo
Sega
TurboGrafx
Genesis
GameBoy
Lynx
Arcade**



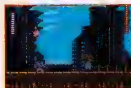
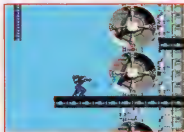
SHADOW OF THE NINJA

Natsume

While Natsume has been making great games for other companies for some time now, *Shadow of the Ninja* is the first game they are releasing here under their own name. In this spectacular side view ninja shooter you and a friend can cooperatively fight your way through five levels of an evil ruler's stronghold. Equipped with the standard sword grab the throwing stars or the sickle and chain as you progress from the sea port, through the sewers, to the rooftops onto the air fortress and finally to the ruler's inner sanctum. With unbelievably great graphics, smooth scrolling and very challenging intense game play, Natsume has one of the best NES games of the season!



As the city burns, head for the tower of Garuda.



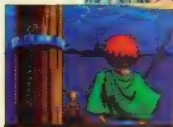
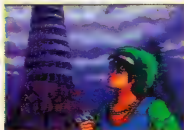
Defeat the deadly bosses at the end of each round.

Y's - BOOKS 1 AND 2 NEC

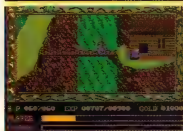
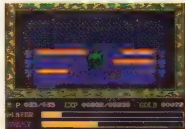
It's here at last! New software for the expensive TurboGrafx CD player has been promised for over 6 months and the first is coming out this month. And what a game it is! NEC has taken the old RPG Y's, originally released on the Sega Master System several years ago, and enhanced and expanded the story. The music is now a real CD soundtrack, the voices have been digitized and sampled at a much higher rate than the previous titles, and the quest has been lengthened to equal that of any other cart. And this is only the first Book of Y's! Finish this and you have yet another quest equal in complexity and detail to the first! In the first quest you must find 5 Books hidden somewhere in your kingdom. Do this and then proceed to the Darm Tower where the evil demon boss - Dark Fact is holding the 6th Book. Defeat him and begin the second quest. In this you must return each of the 6 Books to the Statues where the books originated from years ago. Then take on the ultimate Boss Darm. Only when you have done all of this will the kingdom of Y's live in peace.



Check out some of the outstanding intermission screens.

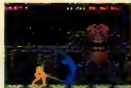


The attention to detail is obvious from the photos below. The game is long, involved and challenging. The soundtrack is true CD quality and among the best ever made.



LEGENDARY AXE 2 NEC

Take on some of the meanest bosses ever!



Level 1



Level 2



Level 3



Level 4



Level 5



Level 6

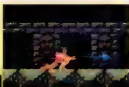
The 'Sting' of cold steel returns once again! While the wicked King Drodarn was removed from power in the first game, and peace reigned for some time, the current ruler has just died. His two sons battle for the throne and the oldest - Zach calls upon the evil powers of Drodarn to help him win which he does. Evil once again rules the land! You must take the Legendary Royal Sword and defeat all who stand in your way. Battle through 7 levels of horizontal and vertical scrolling action, through dungeons, caves, shrines and more to restore peace once again.



Grab the special 7 Up!



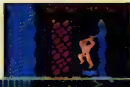
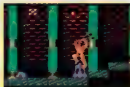
Get the axe, sword and ball and chain weapons.



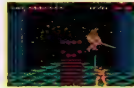
Your quest begins with a battle with your brother!



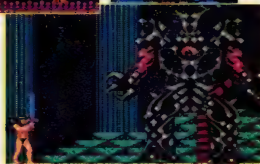
Fight your way through seven levels populated with beings loyal to Drodarn.



**THE
EXPLOSIVE
SEQUEL TO
ONE OF THE
BEST
TURBO
GAMES
EVER
RELEASED!!**



Level 7 -First Boss!



BRAVOMAN NEC

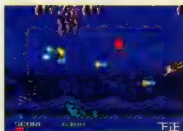
The evil scientist Dr. Bomb has taken over the peaceful village of Nitta. All conventional forces have been ineffective against his special weapons but you, as Arnold have just the power to defeat him because you have been turned into the superhero Bravoman by an alien years ago. It is your job now to fight your way through 22 stages of enemy infested villages, under the water and finally into the mysterious Ninja Houses where Dr. Bomb resides and is waiting for you!



Bravoman, has special abilities to get through tough fights. Talk about being double jointed! He really can stretch his legs!



The evil Dr. Bomb is ready to launch his newest scheme!



DRAGON'S CURSE NEC

First NEC brought out their NES Zelda clone - Neutopia, now they are redoing the SMS Wonder Boy 2 game and calling it Dragon's Curse. In this, you have been transformed into a Lizard man and you must find the magical Salamander Cross to change yourself back to a human.



Work your way through the maze of corridors to the Mechanical Dragon's room. Beat him and he places a curse on you. Begin your new quest to find the way to turn back into a human.

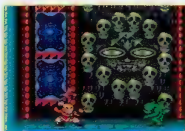


Buy more powerful weapons as you proceed ahead!



TIGER ROAD NEC

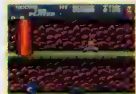
In Tiger Road you are Lee Wong and you must do two things - return the secret scrolls which have been stolen by the Dragon God and rescue the children who have been abducted. Fight your way through 5 horizontal and vertical scrolling levels before the countdown timer runs out.



Take on the enemy with various types of weapons!



The enemy is waiting for you in the catcombs of the Demon God's temple.



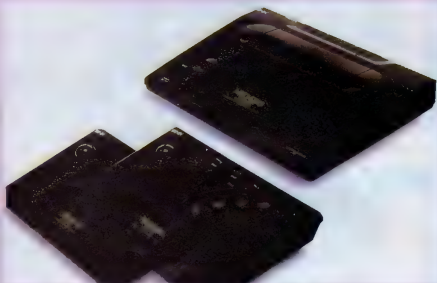
SNK ANNOUNCES STATESIDE RELEASE OF 32-BIT NEO-GEO SYSTEM!!

As we originally reported to you in these pages a few months back (EGM #9), SNK's revolutionary new arcade/consumer video game system, NEO-GEO, is now on-sale in Japan as well as available for rental at participating arcades. Sources close to EGM, however, have uncovered plans to finally bring this mega machine stateside!

The Neo-Geo is the first home game system that can truly boast of having the power of the arcades. Designed as an interchangeable coin-op system, the quarter-munching version of Neo-Geo allows arcade owners to install several game carts into the same cabinet. This allows them to have several games in the same space as one and give the game player more variety out of the same machine.

The Neo-Geo coin-op systems have already started to appear in arcades across the country, offering players their first taste of what the machine can do. The first batch of games touch on all the standard video game themes, from action/adventure to sports to shoot-

ers! Despite the fact that a consumer version of the Neo-Geo is done and

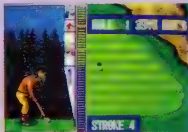


available in Japan, many doubted that we would ever see the system anywhere else. An extremely hefty price tag, combined with SNK's role as a third-party licensee for the NES, led most to believe that the Neo-Geo would remain solely as coin-op hardware. This belief will soon be shattered when SNK unveils an American version of the Neo-Geo possibly as early as

August. Rumors indicate that SNK may make the first formal showing of their self-proclaimed 32-Bitter at the Video Software Dealers Association meeting in Las Vegas, and follow it up with presentations to toy stores and the general video game trade at the Winter Consumer Electronics Show in Las Vegas come January. The exact ship dates of the consumer Neo-Geo are still un-



Magician Lord is widely regarded as the best of Neo-Geo's first batch of games!



Top Player's Golf combines a seemingly endless variety of angles with the golfing action!



The 50 Meg Baseball Stars Professional takes NES Baseball Stars into 32-Bit mode!

known at this time, but it is conceivable that the unit could become available before the year is out!

32-Bit Quality?

Although SNK boasts that the Neo-Geo is a 32-Bit system, the unit really employs a combination 68,000 16-Bit processor, along with a Z-80 8-Bit processor. While this resembles the same configuration as the Sega Genesis, SNK's machine comes equipped with a larger palette of available colors (65,536 as compared to the Genesis' 512 and the Super Famicom's 32,768), the ability to put more colors on-screen simultaneously (4,096 to the Genesis' 64), as well as a super-charged sound and voice chip and the ability to move the entire screen as an individual spite! The maximum number of sprites for Neo-Geo are 380 to Sega's 80 and the maximum cart size varies from 330 Meg for the SNK machine to 8 Meg for Genesis.

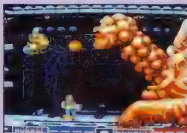
The Neo-Geo also has built-in scaling functions, limited rotation accessible through software and many other special features that increase its capabilities even further beyond its 16-Bit brain!

Another difference between the Neo-Geo and other "next generation" mega-machines is that the SNK unit actually produces games that utilize all of the hardware's advanced capabilities. One look at games like *Magician Lord* and *Cyber Lip* will immediately convince any gamer that he or she is looking at the future!

Even though some sources are indicating that the Neo-Geo will come in at \$300.00 in the U.S., the real problem with the system lies in the extremely high price of the games themselves (between \$200 and \$300). This cost would seemingly make the entire system unaffordable to most, even if the unit takes advantage of the loads of memory contained within the VCR-sized carts (two PCBs even occupy each one!)



Bionic Commando play style meets the Neo-Geo in Cyber Lip!



Ninja Combat combines action and adventure themes with dazzling graphics!



Riding Hero takes advantage of the Neo-Geo's features in a racing scenario!



NAM '75 uses Cabal-style play mechanics with shoot-em-up action, intermissions and vocal taunts from the enemy!

One alternative that SNK may be kicking around is the possibility of offering the Neo-Geo systems directly through existing video stores. Since the system also has the capability of saving your score and position in the game through the use of a memory storage card that can be inserted at a later date or even in the arcade versions, this option becomes even more viable.

Whatever SNK finally does decide to do, they have been able to court several arcade game developers like Alpha/Denshi to program for their hardware. This third-party licensing approach seems to be attracting few of the major Nintendo licensees, but it is providing a guarantee that new softs will always be available. Stay tuned for more details as they become available.

TOP SECRET!
TOP SECRET!
TOP SECRET!
TOP SECRET!
TOP SECRET!
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TOP SECRET!

TRICKS OF THE TRADE...

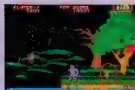
**Secret Video Game Tricks,
 Codes, and Strategies...**

GHOULS AND GHOSTS

(Sega/Genesis)

Do EVERYTHING trick! - Do the Invincibility trick (Reset 4 times; Press the A button 4 times; Press Up, Down, Left, Right on the controller; Hold the B Button and press Start; Hold the C Button and press Start). Play the game until you get to the right side of the bridge. Pause the game. Hit the A Button to turn off the Invincibility; Unpause the game; Walk over to the first tree to lure one of the Whirlwinds out. As soon as it appears, walk to the left and as the Whirlwind almost touches you, jump over him. Walk to the left right behind the Whirlwind until the edge of the broken bridge. Jump to the Left. You must time your jump so that you hit the Whirlwind on his LEFT side. This will knock you back farther to the left, and you will land near the large guillotine. Walk a little more to the Left and the game should automatically reset.

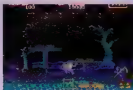
Press Start to begin the game a second time. Pause the game. Press the A button to activate the Invincibility and repeat the above procedure 2 times. This time when the game resets everything in the game will be bizarre. If you continue to repeat this procedure each time the results will be different.



Lure the Whirlwind to the bridge.



Jump left & hit the Whirlwind on his left side.



The game graphics change each time.



Try the trick again for different results.

THUNDER FORCE 3

(Technosoft/Genesis)

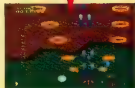
Instant Mega Weapons - There is a new technique that will allow even the worst players to become invincible! Anywhere during the game, hit 'Start' to pause play and press Up ten times, 'B' one time, Down two times and 'B' twice more! Hit 'Start' to un-pause the game and you will now be able to select the Sever and Lancer super weapons without any trouble! Repeat when needed.

CYBER CORE

(NEC/TurboGrafx)

New Super Weapon - You can get a weapon which is a combination of many of the weapons in the game. To get this weapon collect the power-up balls in the order of - Red, Blue, Green, Green, Yellow, and then Red. After this, get hit three times to lose all your shields. Then get hit one more time. Instead of getting the normal starting weapon you will get a weapon which is a combination of all of them (except Blue).

Jim Polak
 Joliet, IL



Get a new weapon not in the instructions!

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Bad News Baseball™ is the most exciting and challenging game you can get ready to play. *Bowl*™ gives you total control of key players as they charge for the winning touchdown. *Gaiden II*™ is the continuing action adventure of the first *Gaiden* and *The Last Assassin*. Lightning, sword, and fire challenge you to a new level.

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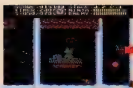
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NINJA GAIDEN 2

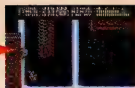
(Tecmo/NES)

Maximum Lives Trick - In the last screen of level 4-2, you can get extra lives over and over again. In this screen you must jump up and get hit by a monster on the first ledge of that screen. That puts you on the ledge where you can get an extra life. Go back to the left and climb up the ladder to the previous screen. Climb back down and keep repeating the process.

Kevin Grant
Sacramento, CA



Get hit by a monster and knocked up to the ledge with the 1-Up.



Climb back up and repeat the whole process to get more lives!

CHIP'S CHALLENGE

(Atari/Lynx)

Hidden Level Codes - Although you can only play through 144



levels in this game, there are codes to get you to hidden levels! Enter the code JHEN for level 146; COZA for level 147;

RGSK for level 148; DIGW for level 149. To access the 'Zoom' and 'Scaling' tests enter the code MAND.

GAUNTLET: THE THIRD ENCOUNTER

(Atari/Lynx)

Solve the last level plant problem! - To get

you through the plants in level 40, you must do the following: 1) Take the first plant in the second group of plants. It will spit you out of another plant. 2) Escape from this plant and take the top plant of the four. This will spit you out between two more plants. 3) Take the left-most plant and get the Star Gem! Immediately give it to Noj and all the robots turn to gold.



DYNOWARZ

(Bandai/NES)

Begin on any Level - To start playing the game at any of the higher Stages enter the following codes: Stage 2 - 5431

Stage 3 - 9892

Stage 4 - 6315

Stage 5 - 7452

Stage 6 - 1697

Stage 7 - 6425

Marcus Ing
Malartic, Quebec



Start game play at any level with these special codes.



Begin the trick at the opening screen.

BLAZING LAZERS

(NEC/TurboGrafx)

Watch the ending Screen - To see what the ending to this fine game looks like, at the starting screen, push and hold your controller to the Right while pressing the Run button as fast as you can.

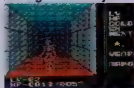
Mark Murphy
San Francisco, CA

DOUBLE DUNGEONS

(NEC/TurboGrafx)

Password to 22nd maze - To skip through the easy mazes and begin farther into the game enter the special password: 2R3KD4RG0J9 D3YT0664LJ.

Will Cwiertniak
Saline, MI



Battle Chess™

Ye Olde Game is Not the Same



KNIGHT TAKES ROOK



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Forget your old man's game! This is chess like you've never played it. Because Battle Chess™ isn't a game — it's war!

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Six levels of play make Battle Chess a challenge for veteran chess players as well as the novice. Want to concentrate on strategy — then use the 2-D overview. And when you're ready for action, switch to the colorful 3-D graphics and digitized sound effects!

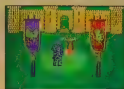
Take battle strategy into the 21st century with Battle Chess! And leave the chess board behind.



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Battle Chess: TM 1988 Interplay Productions, Inc.
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GAUNTLET 3

(Atari/Lynx)

Level Select - Gauntlet is one of the best games available for the Atari Lynx. Featuring 40 monstrous levels of action and adventure to explore before you get the enchanted Star Gem. Gauntlet 3 can be a very tough game. Simply choose a character and start the game, and don't move your player. Now press Option 1 and you'll go to level 5. Repeat to go to levels 10, 15, and 20.

Benjamin Kerr
Brookville, PA



RAD RACER 2

(Square/NES)

Level Select - At the title screen press the B Button two times. Then, press and hold the control pad diagonally Up and to the Left. While holding the pad in this direction press Start. You will now start on level 3. To start on any other level,



repeat the same procedure but press the B Button 1 time less than the number of

the level you want to start on.

Matt Zimmerman
Hudson, OH

BONK'S ADVENTURE

(NEC/TurboGrafx)

Shortcut through Level 5 - 3 - In Level 5-3 you will fall downward into the water. Rather than swim to the bottom, stay on top of the water up in the right hand corner. When you have your head half way out of the water jump and spin while pushing the controller to the Right. This gets you above the screen! Continue going to the right until you reach the Skull Elevator.

Michael Accardo

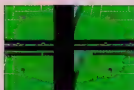


Jump and Spin to get above the screen!

WORLD COURT TENNIS

(NEC/TurboGrafx)

Divide Screen into Four Pieces - At the password screen enter the last symbol (it looks like a cone) in all of the spaces. This code will split the screen into four sections, each with the same picture. The sound and gameplay will be several times faster than normal.



Mark
Slanina
Bedford, TX

IRONSWORD

(Acclaim/NES)

Password Modification - If you place the capital letter N in the fifth position of your password you will have three men to your credit.

DIG DUG 2

(Bandai/NES)

Level Select - When the title screen stops, press the A Button, Select and Start buttons all at the same time. Move the control pad Up or Down and press the A or B button to select the stage.

Juan Gonzalez
Inglewood, CA

TECMO WORLD WRESTLING

(Tecmo/NES)

Sound Test - At the title screen, hold diagonal Up and to the Left on the control pad, and the A and B Buttons all at the same time. While holding all the above, press Select and you will enter a sound test.

Ronald Sardena
Chicago, IL



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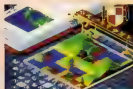


POPULOUS

(EA/Genesis)

Stage Select - During the menu screen, select "NEW GAME" and wait for the code screen to appear. Next, hold down the 'B' button and scroll through the letters that appear. Instead of letters appearing, though, you'll discover that numbers are materializing in their place! If you enter a certain number you will now be able to start on a much higher level. Multipliers of 5 seem to work best, meaning that if you enter 500, you will start on world 100! Press 'Start' and you will automatically be transported to the secretly selected level! Try 2470 for level 494!

Sam Ysui
West Windsor, NJ



DEEP BLUE

(NEC/TurboGrafx)

Restore Energy - When your energy starts running low, press Run continuously and you will slowly gain your strength back.

Steve Latty
San Juan Capistrano, CA

BONK'S ADVENTURE

(NEC/TurboGrafx)

Hidden Bonus Items - In Level 5-4 you have to defeat the Boss in two different locations in the level. After you beat him the first time there is a passageway before the next boss. In this passageway there are several 'holes' with blocks in them. Break these blocks to get fruit, hearts and extra lives.



Joe Galdun
Sleepy Hollow, IL

COSMIC EPSILON

(Asmik/NES)

Level Select - At the title screen press Button A, Button B, Right, Left, Right, Left, Down, Down, Up, then Up. Choose your level with the control pad and then hit Start to begin at that level.

Randy Lewis
Hackensack, N.J.

KING OF CASINO

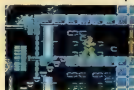
(NEC/TurboGrafx)

Hidden Sound Test - Go to the Music After you have gone through all of your normal continues and the screen says Game Over, hold down the A and B buttons and then the Select button. While doing this, press the Start button and you can continue your game.

CASTLEVANIA 3

(Konami/NES)

Sound Test - At the title screen, hold both Buttons A and B and press the Start Button.



With this feature you can test out all of the eerie music and sounds used throughout the game.

COSMIC EPSILON

(Asmik/NES)

Secret Continue - After you have lost your last life, and when the Game Over screen appears, hold Select and press Start. When the title screen appears, press Start again to continue on the level where you died.

Randy Lewis
Hackensack, N.J.

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GAME BOY

FCI



Not Just Kid Stuff

INTERNATIONAL OUTLOOK

NEWS, Previews and Info From Around the Electronic Gaming World

The Tokyo Toy Show - The Games of 1991!



The '90 Tokyo Toy Show featured hundreds of toy and video game booths.

TOKYO TOY SHOW...

It's the big event of the year! Once every year all of the major toy and game manufacturers in Japan gather together under one roof and show all of the new products which will be coming out later that year.



A Flying Saucer Conversion Center!

Very similar to our Toy Fair held in New York in February, every type of toy imaginable was there on display. More importantly though, were the video games.



All toys and no games?

Both Sega and NEC had huge booths filled with games never before seen. Notably absent was Nintendo and their Super Famicom but most of the third party software manufacturers were there with their new Fami-



Oh, oh. How do we say EGM in Japanese?

com and Game Boy softs.

And what a show it was! If you liked our exclusive all photo coverage of the Summer Consumer Electronics Show in the last issue, you ain't seen nothin' yet! CES shows our retailers what will be coming out by Christmas. The **Se** **Japan Toy Show** on the other hand, gives a sneak peek at what Japan will be seeing around the end of the year.



Taito had big things to show!

Overall, it was a very good show. Even though the Super Fami-com wasn't there as we had hoped, having the first U.S. hands-on test of Sega's top secret color portable handheld Game Gear (see last month's issue for our



Sega & NEC were there!

exclusive report) was a pleasant surprise. If anything, at least all the rumors and myths regarding the system's configuration have been finally resolved. As Sega of Japan states, this is a very important project and not only do they plan to fully support this new system but over a dozen third party companies have started software conversion. Another project Sega has initiated is Mega Answer. This is their version of a home banking data terminal. New Mega Drive software from not only Sega but all the third party licensees was everywhere,



**First photo of
Sushi-X!**

SEGA OF JAPAN...

Last month we gave you a glimpse into the near future as what to expect from Sega through the end of the year. This month we are going even further into the gaming future. What you will see in the next few pages are the games of 1991 and beyond!

How can we do that? Easy, by going to the source! Currently the location where most of the new and exciting Sega 16 bit software is being developed is Japan. And thanks to the kind people over there, where talking about new software is not a corporate taboo, we can be the first to show you games which are only dreams over here.



Twin Hawk is a great WW 2 airplane shooter.

Another new title is a decent conversion of an old Toaplan arcade classic. Taking place during WW 2 you must man the controls of a fighter plane and destroy the ground, water and air based enemy forces you meet up with on your bombing missions. Pick up the standard weaponry power-ups along the way or use the special feature where you can call in for reinforcements! This feature brings an additional six planes on the screen and they help you on your bombing raid.



One of the best games at the show!

The Caped Crusader makes his Mega Drive debut in the best version of Batman yet! With very detailed graphics, smooth scrolling action, and audio equally as good, Batman offers more than a half dozen levels of challenging game play to the Japanese game player. Some of the moves are new, as are some of the bosses, but the plot and setting are the same, save Vicki and defeat the Joker. However, one look at the photos easily demonstrates the outstanding capabilities of what a true 16 bit game system can do!



The sequel to Bubble Bobble from Taito.

On the lighter side and designed more for the younger players is Rainbow Island by Taito. In this you must jump upward from ledge to ledge in this vertically scrolling action game. Grab food along the way and either avoid the bad bugs or encircle them with your rainbow weapon.



In Super Invasion 2 you can replay many of the famous European WW2 battles.

If you thought that Herzog Zwei was a decent war simulation, you haven't seen anything yet! Designed by System Soft and taking place in Europe during WW 2, you get to command land, sea and air forces in order to change history and defeat the Germans in some of the most famous battles.



Alex Kidd could very well be on his way out as here comes Sonic the Hedgehog!

Alex Kidd and Wonder Boy have been the main characters in many of our Sega adventure games. Mega Drive users however, will soon get a new super-hero called Sonic the Hedgehog in a whole new quest adventure game.



Soda, beer & batteries can be bought in vending machines in Japan!

Not all Japanese Mega Drive games will do well in the U.S. Some games such as Mahjongg or a role playing golf game probably wouldn't be very popular.



Play a round of golf before starting the graphic quest adventure part!

In Battle Golfer you combine a fine golf simulation with a quest adventure game. Select your player, and head out to the first tee. Choose your club, note the wind direction, and take your best shot. Sounds ok but the 19th hole is not the clubhouse. Rather it is a battle scene with the forces of evil. Buy weapons and battle gear and set off on a quest to rescue your friends.



16 Bit Space Invaders?

Talk about overkill! Space Invaders on the Game Boy was bad enough, but on a 16 bit machine?

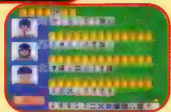


Comes to Mega Drive!

We know it as one of the first TurboGrafx CD games but in Japan, where cross licensing is seldom a problem, it will be out on both the PC Engine and Mega Drive formats.



Another block turning puzzle game.



The Japanese sure do like to play puzzle games! This title is yet another version of the same block-turning concept. Scramble it certainly isn't! Compete with several friends or let the computer play as your opponent.



Move around a board going from game to game to earn money.

Another combination of games. In this one you must travel around on an external board going from square to square. Some of the squares have card games where you can earn more money which you will need as you progress around the board.



Psy O Blade is an all graphics RPG.

Psy O Blade combines hundreds of screens of detailed simulated 3-D graphics with an RPG type outer space quest adventure.

Bonanza Brothers is a new action adventure arcade game in Japan being converted for the Mega Drive.



Arcade games are Sega's claim to fame. Bonanza Brothers is just starting to appear in Japan and already they are working on a Mega Drive translation. Travel through a city exploring all of the buildings looking for money and escaped criminals.



The sequel to Rastan will soon be out for the Mega Drive!

Rastan will soon be coming back in his second adventure. This time it will be in a 16 bit version with highly improved graphics and much larger and better animated characters. He still jumps around a lot and swings on vines as in the first game but the Mega Drive version adds the realism which was missing in the Master System copy.



How would you like to use money with holes!

Licensing games, titles and names is very different in Japan. One example is the game Super Airwolf by Kyugo. The same game will be called Cross Fire here in the states

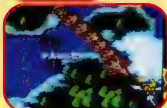


Look for this game to come out as Cross Fire here in the States.



because the game Airwolf is already a Nintendo title. Still, it's a solid title no matter what the name is. And as you can see, it easily blows away the NES version!

The vertical scrolling is smooth and the action is intense!

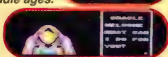


Phelios is a great vertical scrolling shooter with a difficulty

option that forces you to select hard if you want to see the end of the game.

Phelios is Namco's first Mega Drive title. Progress through 7 levels of mythical beasts in order to save Althemis who has been kidnapped by the black lord. One new feature, which we hope to see on more games, is a modification of the difficulty level. No longer can you play the game on 'easy' all the way to the end! Try it and see what happens!

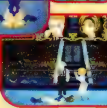
Dando is a new quest adventure game set in the middle ages.



Dando offers yet another good quest/adventure game. Buy weapons and armor in the cities and set out on your perilous quest to save the captured princess.



Lady wrestlers offer excitement to an otherwise drab sport!



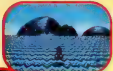
The U.S. has their Gorgeous Ladies Of Wrestling (GLOW) and Japan has their Ringside Angel. Pick the lady you want to be and either play against a friend or the computer. Choose the computer as your opponent and take on all the other ladies in a tournament. Two commentators offer their opinions as to how the match is progressing. With this version already programmed could a U.S. GLOW version be far behind?



Final Zone is an action game with a pseudo 3-D view.



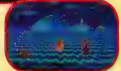
Put on your New Age Power Suit and head out to rid the planet of the invading alien robots. Patrol level after level of this great multidirectional scrolling shooter in search of the enemy who is also looking for you.



Burning Force lets you test your



skills at handling an aero-ski.



It's the year 2010 and life has sure changed! You're enrolled in a college course in Space Technology and It's final exam time. Rather than a 'book' exam your test is real life! If you want to pass you must successfully get through 6 intense levels of simulated aero-ski battles. While the enemy are only robot drones they will fire back! Can you pass the course or 'blow-up' under the pressure?



Video Arcades in Japan are highly decorative and numerous. With land so expensive they are also multi-story.



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AFTERBURNER

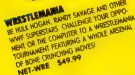
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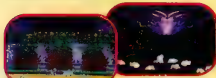
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NEC of Japan...

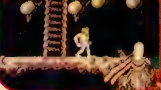
Unlike NEC Technologies of America, NEC of Japan is a major company in the Japanese video game market. The PC Engine is second only to the Famicom in popularity and outsells the Mega Drive by a wide margin. Because of its popularity there are literally hundreds of games already out for the system and more than a dozen new titles are being added to the library each month.

A while back, as we reported first in EGM, NEC brought out a new updated version of their PC Engine called the SuperGrafx. While software support for this new system has been far from exciting, one new title at the Toy Show was truly spectacular. This was Ghouls and Ghosts for the SG.



Intro scenes left out of the Mega Drive version!

In this amazing 8 meg version one really gets to see how good the SuperGrafx is. Not only are there additional arcade scenes in the SG game but also the multidimensionally scrolling backgrounds have been radically improved over the Mega Drive version. The in-crase in graphic detail is also very

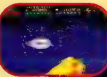


version soon!

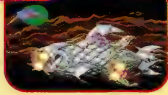


Spectacular Graphics!

In other news, NEC is starting to go beyond the 4 meg cartridge barrier with a new 6 meg version of the multi-screen arcade classic Darius 2.



New for the PC Engine is a 6 meg cartridge version of Super Darius.

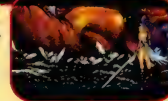


Besides these special NEC games, there were dozens upon dozens of new CD and cartridge based PC Engine games at the Toy Show. Unlike the U.S., where CD games are few and far between, we saw over 12 new CD games finished and ready for production. Many were long and involved RPG's but others were great action games.



Valis 3 on CD is being readied

for production in Japan.



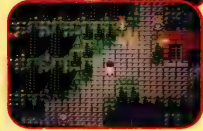
One title coming out over here is Valis 2. It was a hit in Japan and the third is already being prepared. In this side scrolling action game you assume the role of a female warrior taking on various demons in a Castlevania type quest.

Another new CD RPG is Stay With You by Hudson. It offers true real life situations.

Stay With You, offers a colorful graphic story.



The Japanese players have somewhat different tastes



Faerie Dust Story coming on CD.

in games. One cute title which probably wouldn't have a chance of success over here is Faerie Dust Story. It's a cute quest type game where you explore different areas of your world.

More in line of what we



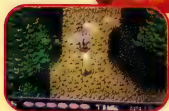
A new CD RPG puts you up against half-man half-beast enemies!

would like to see is Last Armageddon. Here you encounter dozens of different types of mutant beasts as you explore your island. Assume the shape of different characters as the terrain changes. Discover and learn the meaning of the secrets hidden around the island.



McDonalds and Mr. Donut in Tokyo? Where else could you get a Mc Shrimp burger?

Die Hard is a new shooter set in a 3/4 overhead perspective



Take on hundreds of invading mercenary soldiers as you walk through the streets, alleys and parks of your city. Each level is timed and this makes your job of finding and destroying all of the enemy troops that much harder.

F-1 Circus by Nichibutsu is an overhead multiplayer driving game.



Take off in your F-1 racer against several of your friends on some of the hardest tracks around the world. It's set in an overhead perspective and your car comes fully equipped with a 6 speed transmission, tachometer and wear gauges to warn you of failing parts.

One new use for the CD player is to store digital photos



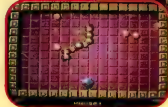
This game demonstrates the data storage capabilities of a CD. In this CD you see various digitized pictures of a typical day at a high school.

W Ring is a side view outer space shooter using rings of light for weapons.



Destroy the alien armada with your various weapons made of different intensities of light. Grab the correct sequence of power ups and build your weapon up to the max - the awesome W-Ring which destroys everything in its path!

It's a new version of Centipede!



Like the old game Centipede, in Gomola Speed you have a rotating weapon and must destroy the multi-segmented bug before it gets to the bottom of the screen. Hit a middle segment by accident and it breaks into two pieces.



Hudson's new adventure game involves a Zelda-like quest.

Offering a 3/4 overhead view of your adventure, Hudson's new Zelda like quest game involves questioning everybody you see and getting clues and weapons from the buildings you visit.

An old time favorite Xvious gets recycled for the PC Engine.



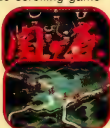
The 1982 classic game from Namco is just now coming out for the PC Engine. It's an overhead shooter with all the action and sounds as the arcade version.



Veigues, A new side scrolling action game is coming out on CD.

More CD games are coming out as action and adventure games rather than just long RPG's. Veigues is one of these new CD shooters. It's a side view, side scrolling game with numerous power-ups and armies of huge enemies!

CD Military strategy games can get very huge, involved, and detailed when memory isn't a problem!



Ancient Military strategy on CD.



Trees, clean streets, friendly people, well maintained stores. Hard to believe that this is Japan?



The sequel to Star Soldier was one of the best shooters at the show!

Take one of the most intense shooters of all time and make it even better! The action is faster, the enemy forces are stronger and the game much harder. NEC needs this one over here!



Operation Wolf for the PC Engine.

Very close to the arcade version, Taito's Operation Wolf for the PC Engine is the best first person perspective shooter for a home system. Nonstop action and greatly enhanced graphics over the NES

version are but a few of the obvious improvements.



Baseball on CD! Evert stat for every player for every year!

The power of the CD is really demonstrated here as the massive data storage capabilities can contain virtually every stat for every player, for every team, for any year! Plus, it can play a dynamite game of baseball.

Batman was a disappointment when compared

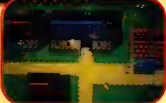


to the Mega Drive version.

Somehow moving the Caped Crusader around walled corridors like a rat in a maze just doesn't represent the image that the Batman character deserves.



Splendid Saga is a Zelda-type quest game.



Quest/adventure games are very popular in Japan as Splendid Saga shows. Fight your battles to gain experience in the countryside and come to the cities for energy and weapons.

Twin Hawk is a good overhead WW2 shooter.

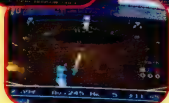


Released simultaneously for both the PC Engine and Mega Drive, Twin Hawk comes off exceptionally well, as the pictures show, for the PC Engine. It's a decent vertically scrolling WW2 shooter with a good variety of power-ups and weapon enhancements.

Some of the Japanese games get a bit bizarre. Ultra Box on CD is one.



The characters are huge and some fill the whole screen. Others combine what appears to be a normal body with an unreal alien type head. Calling it bizarre is an understatement for this CD.



Yearly updates for baseball games are standard fare in Japan.

The new version of Power League baseball updates last years version with slightly better graphics, new stats and play enhancements.



Yet another version of baseball! Data East throws their hat in the ring with another version of baseball. Do you think the Japanese people are obsessed with this.



Game programmers and designers at Technos of Japan.

Famicom Software...

Notably absent from the Toy Show was Nintendo! The third party licensees were present but the parent company decided not to attend. Also, the amount of new Famicom software was way down from previous shows and insiders told EGM that it was because almost all of the companies are putting large amounts of staff time into software development for the Super Famicom.

All of the companies still still found time to make new Game Boy carts.



A new shooter by NCS is called After Burst. In this you climb up the mountain of blocks eliminating any aliens which get in your way.



Atlus joined the crowd and made another me-too baseball game.

Sports games are very big in Japan. Even though there are dozens of great baseball games already made, there always seems to be room for one more.

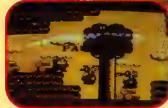


Another popular sport in Japan is wrestling



Wrestling, like baseball, is very popular and appears in quite a few video games.

Jaleco has a new Mario-type adventure game.



Jaleco is bringing out a side scrolling adventure game in the Super Mario Brothers tradition. Get through the level, uncovering hidden power-ups while avoiding or jumping over the enemy.

Look familiar? It was done on the Atari 2600!



Game Boy games have sunk to a new low. Rather than push technology to its limits games are now reverting back to the Atari 2600 days 13 years ago! Run over all the dots on the screen while avoiding the opposing car. Wow!

Tecmo has converted Solomon's Key to the GB.



At least in this game, a Game Boy version of Solomon's Key, Tecmo has moved up to converting newer titles. Solomon's Key was always a challenging NES cart and the Game Boy version is equally as interesting. It is virtually identical in concept but the mazes are different than our NES cart.



Easily the best Game Boy Cart at the show, Gremlins 2 has all the charm as the NES version.

Sunsoft has a great GB conversion of their NES Gremlins 2 cart. The gremlins look, move and act like the NES ones and best of all the game plays like a NES game and not a watered down version to fit the GB.

Bomber Boy by Hudson Soft is a treasure hunt.



Hudson Soft's Bomber Boy is an 8 level adventure game where you explore different cities on two islands looking for treasure and gold.



Two new Konami GB games.

Konami is working on a racing game for Nintendo and a new vertical scrolling action-type shooter to come out later this year.



It's 5 PM and every street quickly turns into a solid wall of people!

It is Insector-X but only the name is the same.



We all are familiar with the upcoming Mega Drive version but the Famicom conversion by Taito is a real disappointment. The graphics are severely compromised, the screen flickers and the game plays poorly.



Play several olympics games with a new twist.



It's the olympics. Well, almost. Instead of racing to the finish line you can stop and punch out anyone who is closing in on you. It's a humorous punch-out version of some of the popular events!

Soccer is another popular video game sport



One title which Tecmo showed a couple of years ago at CES but never released here in the states is their outstanding ground level view soccer game. The action appears realistic as you progress up the field and the close-up screens of the major actions like heading all add to make a very exciting game. Perhaps now they will bring this sequel here.



The Ghostbusters are making their GB debut!



The Ghostbusters are back and this time they're coming out on both the Famicom and Game Boy. Help them capture black and white ghosts in this the GB version.

The third in the series of Flying Dragon games is coming soon



The third in the series of punch and kick games is coming from Culture Brain. Your quest is longer and tougher this time and the graphics and gameplay have been improved over previous versions.



The adventure quest genre grows with another title by Deco.



The Japanese players have different tastes than we do when it comes to games. Adventure, quest or RPGs are the favorite and shooters are farther down the list. This game, like all the others previewed here, has the familiar quest plot and story line.

SDF by Hal is an outer space shooter loaded with intense action

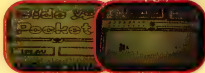


SDF for the Famicom is going to be one of the best shooters of the year. Based on a similar concept to Super Star Soldier, SDF puts you in a hyperfast star cruiser loaded with the most sophisticated weaponry available. Take on wave after wave of enemy fighters in this

intense shooter. Jaleco's new graphic RPG.



Unlike many other RPGs, Jaleco's makes use of more windowed graphic dialogue scenes. When you talk to somebody you are looking at the face of that person and as the conversation switches so does the person in the window!



Billiards on the Game Boy!
Data East is converting their old NES Side Pocket game to the Game Boy. Play either by yourself or link two GB's together.



The Sega color handheld portable Game Gear will be a versatile unit.



Konami is preparing a new Alex Kidd type adventure game.

Konami is working on a new adventure games similar in concept to our Alex Kidd series. The pitfalls are much the same as is the plot. Great graphics, scrolling and animation. Hopefully we will see it over here.

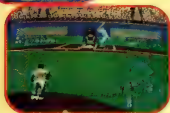
A new soccer game is coming from Technos of Japan.



Technos of Japan is working on a new soccer game for the Famicom. Nintendo has obtained the rights for this simulation and they will be bringing it out over here for the NES.



Jaleco's version of what baseball should be on the Famicom.



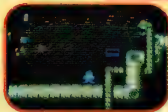
Does this game look familiar? Sure looks a lot like Bases Loaded. Or similar to Bases Loaded 2? Could Jaleco be planning a Bases Loaded 3 for next year if this version is almost ready for the Japanese market? It looks better than the U.S. versions and the sound has been improved where the bat hitting the ball is a thud rather than a clink.

Jaleco has a new punch and kick tournament-style game.

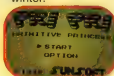


Take on the computer or a friend in Jaleco's new kung fu game. Style counts as much as actual hits and you get a grade and evaluation after each match.

Yes Kathleen is a Rockman 3!



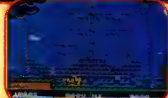
Over here he is known as Mega-man but in Japan our hero is known as Rockman! This game, the third in the series, is exactly the same as what we will see this winter.



Sunsoft has a new vertical scrolling GB maze game.



It's a new maze-type game from Sunsoft for the Game Boy. In this you must get Pri Pri the Primitive Princess from the bottom to the top of the maze in a certain amount of time. Deadly beasts are scattered throughout the maze and one way gates force you to plan out your moves in advance.



Konami's new shooter - Paradius had to have ranked among the top 5 games at the show.

It may look silly but it plays just like Gradius. Instead of enemy ships coming at you it's birds, fish, cats etc. The bosses aren't huge aliens. Rather they are flying ships with cat heads or parrots dressed as pirates. Note the Gradius type power ups.

Data East has a detective mystery game coming.



Data East has created a mystery game where you must examine various locations searching for clues. Interactive text tells you some information as do some of the people which you must find and question.



Tokyo is a huge city. Office buildings, highrise apartment complexes and factories stretch from horizon to horizon!

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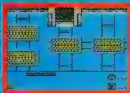
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(408) 261-7074

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FACT-FILE

Manufacturer - Capcom
Machine - Nintendo
Cart Size - 3 Meg
Number of Levels - 21
Theme - Action
Difficulty - Avg.
Number of Players - 1
Available - November '90

All New Weapons...



As the subscreen shows, you start off the game with only your Arm Cannon.



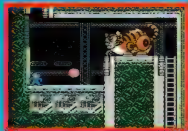
After you defeat one of the Boss Robots you gain their weapons.



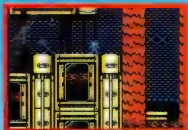
Use this weapon against the next Boss. Get them in the right order though.

The Adventure Continues...

Mega Man is back! In this, his third adventure, our hero again has to bring peace to eight new worlds. The mining robots have gone crazy again but this time it looks like Dr. Wiley isn't behind the revolt. Could he have really changed? Dr. Wiley and Dr. Light are finishing up a new peace-keeping project and all that are needed are the special energy crystals which are found on only these 8 worlds. Mega Man has to go in and wipe out the ro-bots and bring back the badly needed crystals. This time he has his trusty robot dog Rush to help him out and he'll need him as these third generation robots are extra mean!



Level 1 - Top Man

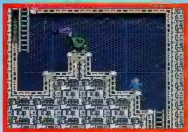


Level 2 - Shadow Man

Mega Man Slides into Action!



Some areas are too narrow for Mega Man to get through. Now he has a new sliding move to get him through tight spots.



Level 3 - Spark Man



Level 4 - Gemini Man





Mega Man must once again defeat the mechanical men on 8 new robot worlds.



Mega Man gets help from Rush - his pet robot dog!



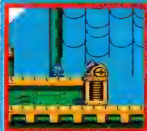
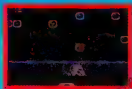
RC - Turns into a springboard



Mega Man sometimes will get into situations where he can not proceed. Rush, his pet robot can change into helpful items.



RM - Turns into a submarine



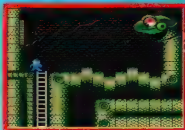
Level 5 - Needle Man



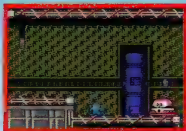
RJ - Turns into a jet



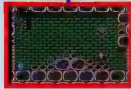
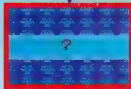
Beat 8 Bosses... Then What??



Level 6 - Snake Man



Level 7 - Magnet Man



You've finished off all 8 bosses, and you're done, right? Wrong! Like in the previous two games, there's more. And look, the enemy bosses from Mega Man 2 are coming back for revenge!



Level 8 - Hard Man

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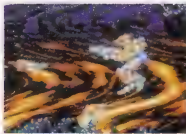
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FACT-FILE

Manufacturer: Sega
Machine: Master
Cartridge Size: 2 meg
Number of Levels: 5
Theme: Adventure
Difficulty: Easy
Number of Players: 2
Available: Oct 1990

Time Marches On...

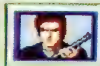
Sega is adding a Gauntlet style game to their 8 bit Master System library. In Gain Ground you must search through different multi-screen battlefields looking for more powerful weapons while avoiding or shooting the bothersome enemy soldiers who relentlessly come after you. This version of the old arcade game is set in a 3/4 overhead perspective view and allows for two player simultaneous game play. Gain experience points and progress through time as you obtain the newer style weapons.

Search through the screens for more powerful weapons!

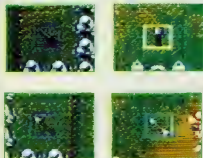


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Play as different people in the game



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2. The thrill of night combat creates new challenges and new dimensions



3. Execute a victory roll on final approach to a carrier landing.



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In your rear view mirror, you see another Formula 1 car closing in on you. With your adrenaline flowing, shift into 7th gear and hit 220 mph on the backstretch at Monaco. Your tires screech as you hit the chicane and enter the tunnel on your way to the checkered flag.

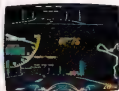
And with new Arcade Power Stick™ your points will add up faster thanks to the triple

ATTENDON'T.

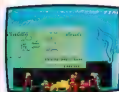
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2 Make the rapid adjustment to total blackness as you enter the tunnel.



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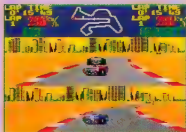
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FACT-FILE

Manufacturer: Sega
Machine: Master
Cart Size: 2 meg
Number of Levels: NA
Theme: Racing
Difficulty: Easy
Number of Players: 2
Available: Sept 1990



Equip Your Car to match the course



Note the split screen perspective which allows for 2 player head-to-head racing!



Select from over a dozen tracks!



Either run a few test laps to get used to the course or, if you are ready, jump into a full blown Grand Prix Circuit involving all of the tracks!

START YOUR ENGINES..!

Sega has just converted it's popular coin-op auto racing game to the Master System. In this you get to prepare your car by building it to optimize it's performance. Race either against the machine or against a friend on many of the top GP courses in the world. The split screen perspective tracks both cars independently which all adds to the excitement!

Get Ready to Race!



As you become a more experienced racer you can move up to a faster car!



Wings have different aerodynamic configurations and affect handling and top speed!



Race head-to-head with a friend or against the computer on over a dozen different courses!



You have a choice between an automatic transmission for beginners, or 3 different stick shifts for experts!

FACT-FILE

Manufacturer - NEC
Machine - TurboGrafx 16
Cart Size - 2 Meg
Number of Levels - 5
Theme - Shooter
Difficulty - Avg.
Number of Players - 1
Available - October '90

What evil lurks in your mind?

It is said that both good and evil exists in our mind and that society teaches us to suppress the evil portion. But what if that which is evil overpowers us? You now will find out what happens!

The evil within us, called Ugar, has taken control of your mind and you have been transported into one of your worst nightmares! Somehow you must overcome your fears and defeat all of that you consider deplorable. Whatever you hate will be there. The weird, bizarre unexplainable all will now be part of you! And you must battle for your life just to retain your sanity.

If you dare, prepare to enter the dark side of the living world of nightmares!

Psychosis™

FROM NEC

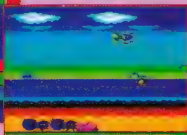
P U S H B U N B U T T O N

***The Beings that lurk within
your subconscious mind!***



Sea Urchin

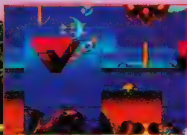
Snails



Demons



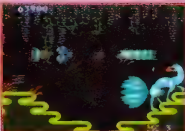
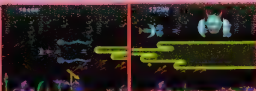
Caterpillar



***CAUSE ONE - Entrance
to the Underworlds***



SECOND CAUSE - The Gardens of the Dead



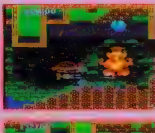
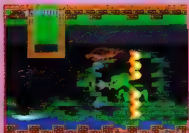
While this stage looks peaceful with a garden of flowers, things are not as they appear to be. Behind a smiling face lurks a demon.

THIRD CAUSE - The Maze of Confusion



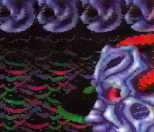
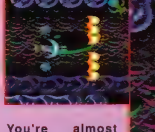
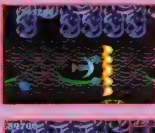
The colorful checkerboard background forms a maze filled with hideous bugs and monsters.

FOURTH CAUSE - The Outer Tomb of Ugar



As you progress deeper into your mind the enemy takes on even more bizarre forms! Take aim at an all-new assortment of monstrous creations of your sub-conscious ranging from plasma-spitting elephants to devilish goddesses who spray the screen with pulsating rings of death! Here's where you separate the men from the boys and the dreams from the nightmares!

FIFTH CAUSE - The Resting Place



You're almost there! The resting place of the Devil Ugar is in sight! Defeat him and your mind will be returned to you.

FACT-FILE

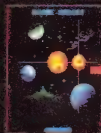
Manufacturer - Sage's Creation
Machine - Genesis
Cart Size - 4 Meg
Number of Levels - 8
Theme - Shooter
Difficulty - Avg.
Number of Players - 1
Available - October '90

THUNDER FORCE III

Over 100 Years of War Have Passed...

The Empire of Long has been trying to take over our Galaxy Union for over a century. Neither side could overpower the other until just recently. The Empire has just installed a new Remote Intercepting System and our ships have been powerless against this superweapon. Our last hope is a special starfighter, code named Styx. It is small enough to get inside the Empire's defenses and you must pilot it and destroy the main power generator.

Fight your way through 8 levels of constant, intense game play in this outstanding side view shooter.

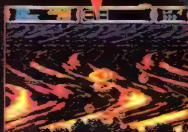


Select your starting planet

While you can select any stage to start on you must beat all 5 stages before proceeding on to Stages 6, 7 & 8!



Check the data on the boss creature for the stage you have selected.



Fight your way through the stage grabbing power-ups as you go.

AWESOME FIREPOWER AND POWER-UPS!



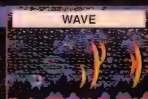
TWIN SHOT



BACK FIRE



HUNTER



WAVE



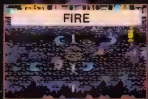
SEVER



LANCER



CLAW



FIRE



SHIELD



SPEED UP

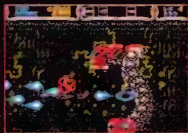
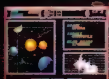


ONE-UP

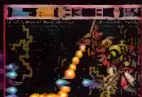
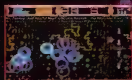


1000 POINT BONUS

PLANET HYDRA

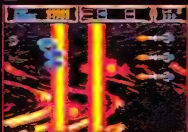
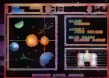


Fly through the skies of a lush green jungle planet avoiding mutated vegetation.

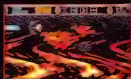


Encounter the massive fire-breathing Gargoyle.

PLANET GORGON

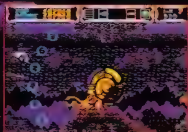
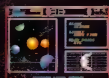


Cruise through a world of molten lava and a frenzy of volcanic destruction.

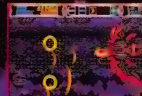


Destroy the Twin Vulcan mining robots.

PLANET SEIREN

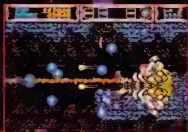
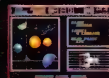


Explore the underwater depths of this planet inhabited by deadly sea creatures.

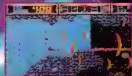


Take on the Boss King Fish in his aquatic lair.

PLANET HAIDES

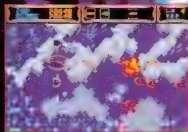
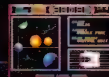


Avoid the massive wall of rocks as you dodge pillars of stone and cascading waterfalls.

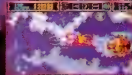


Break the G-Lobster with your sever laser.

PLANET ELLIS



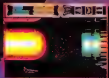
Cool off in the world of ice but watch out for the serpents and falling icicles.



Put the Mobile Fort on ice before it chills you.

PLANET CERBERUS

Watch out for the flames!



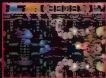
PLANET ORN-BASE

Maneuver carefully in the Base.



PLANET ORN-CORE

Take out the last boss in the Core!



FACT-FILE

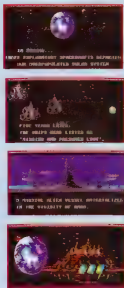
Manufacturer - Renovation
Machine - Genesis
Cart Size - 4 Meg
Number of Levels - 5
Theme - Shooter
Difficulty - Avg.
Number of Players - 1
Available - October '90



In 2222 AD...

Earth and all of the worlds in our solar system are vastly overpopulated. Three exploratory space ships head out to the planet Voltegeus in a last ditch effort to attempt colonization. They were never heard from again..

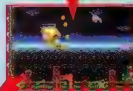
Years later without warning a huge warship from the direction of Voltegeus invades Earth and takes over the planet. Just before our defenses buckle you head out in our best jet fighter - code name Whip Rush to destroy the enemy.



STORY



In Stage one you must first destroy all of the robot dromes which have taken over the skies of our planet Earth. Eliminate these and go after the first Boss guarding the entrance to the next stage!



AWESOME FIREPOWER



Laser



Missiles



Fireballs



Power Claw

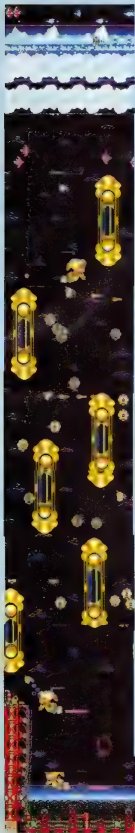


The weak point of the first Boss is the nose cone of the ship. Don't try to take out the missile launchers.

Power up in Stage 1 to drive out the intruders!

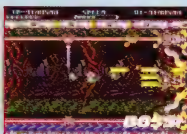
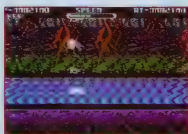


LEVEL 1 *Continued*

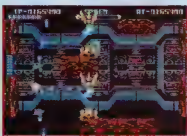


STAGE 2 - *Seek Out the Enemy Base!*

Invalidate under-water! Advance against the enemy's position by plunging into the river! You resurface even deeper into alien-controlled territory!

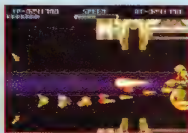


STAGE 3 - *Destroy the Base!*



Infiltrate the stronghold by traveling underground in stage three! Fight off attackers as the landscape scrolls in four different directions!

STAGE 4 - Engage *Incoming Aliens!*



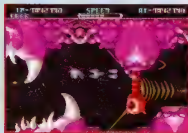
STAGE 6 - Destroy *the Mothership!*



STAGE 5- Push Back *the Alien Fleet!*



STAGE 7- Seek out *and terminate the* **enemy leader!**

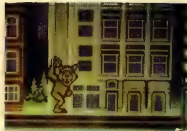
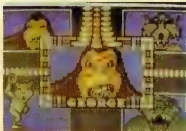


ATARI ADVENTURE

New Games Coming Soon for the Lynx

RAMPAGE Atari

Similar to the arcade hit you and three of your friends can com-Lynx together and all enjoy destroying buildings and eating soldiers and tanks. A new character Larry the lab rat, not in the arcade version, has been added to the Lynx game.



SLIME WORLD Atari

You're an intergalactic explorer who has set down on a world filled with caverns of slime. Complete the six predescribed missions, to get back to your lander. These range from exploring the catacombs to uncovering specific items. Up to 8 can play.



PAPERBOY Atari

Like the arcade game, your objective is to deliver papers to everybody who has subscriptions on your route. Break windows but watch out for dogs, people mowing lawns, or breakdancers. Finish a day's work and go on to the bonus round.



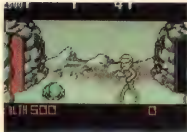
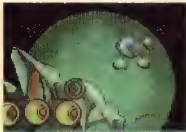
ZARLOR MERCENARY Atari

Take part in an intergalactic shoot-out with aliens of another world. In this vertical scrolling shooter you must survive the barrages of bullets and missiles while destroying the surface bases. Up to four players can Lynx up.



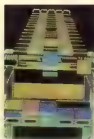
XENOPHOB Atari

Converted from the arcade game, this side-scroller puts you on a multi-leveled space station infested with scores of revolting aliens. Pick up more powerful weapons and life potions along the way as you eradicate all of the vermin.



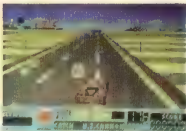
KLAX Atari

Play the mega-hit arcade game on your Lynx! It's all faithfully duplicated here along with the spectacular soundtrack. Catch colored bricks as they come off a conveyor belt and drop them into stacks trying to match 3 of the same color.



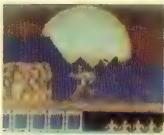
ROAD BLASTERS Atari

Drive through 50 rounds of arcade action. Shoot the cars and bikes that get in your way along with the green and red spheres to pick up extra fuel. Catch the weapons and power-ups from the helicopter.



RYGAR Atari

As the hero Rygar you must survive through onslaughts of monstrous beasts as you progress on your journey through the different landscapes of your kingdom. Grab weapons and health to help you on your quest.



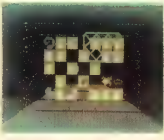
VINDICATORS Atari

Maneuver your way through futuristic enemy bases blowing away the enemy patrols and command centers while grabbing the extra fuel that you find along the way. Set in a 3/4 overhead perspective and great for 2 player action.



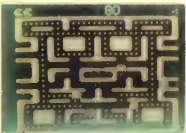
3-D BARRAGE Atari

Add the third dimension of depth to the old Breakout game and you get 3-D Barrage. Keep your ball in play with your paddle and clear away all the blocks for points.



MS. PAC MAN Atari

Gobble dots in this exact duplicate of the classic arcade game. Avoid the ghosts except when you grab a power pill then chase them for big points. Clear all the dots and move on to two different mazes. Can be played simultaneously with a friend!





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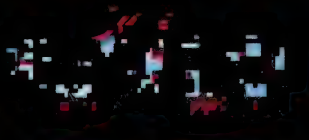
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IT WAS STRANGE
AND POWERFUL.**

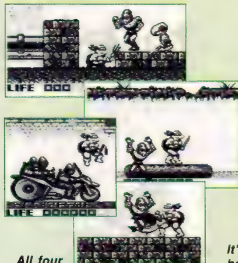


FACT-FILE

Manufacturer: Konami
Machine: GameBoy
Cart Size: 1 meg
Number of Levels: 5
Theme: Adventure
Difficulty: Easy
Number of Players: 1
Available: Aug 1990

HEROES IN THE HALF SHELL...

Our favorite pizza gobblers are back in black and white in an all new adventure! April has been kidnapped by Shredder and you must fight your way through 5 perilous levels of action taking on all of Shredder's famous henchmen including Be Bop, Rock Steady, Krang and Baxter Stockman. Your quest takes you through the streets of New York, down into the sewers and ending in Shredder's hideout inside the Technodrome!



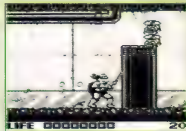
All four turtles are in the game, each with his own favorite weapon!



Help our four Heroes rescue April!



Fight your way through the New York City traffic jams!

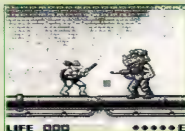


Destroy the vermin that inhabits the sewers!



It's tough living up to the hero image that everybody has about our half-shell buddies. Where's the pizza?

Lose your life and you're captured!



**THEY TOLD YOU
IT WOULD
PULL YOU IN.
DEEP.**



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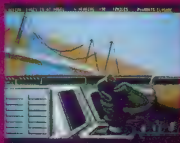
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SCREE

Electronic Games



In 1987 a new form of intelligent life descended upon the face of the Earth. Unfortunately for the stars of the hit film *Predator*, led by Arnold Schwarzenegger himself, this new alien species traveled across the stars for one purpose...sport!

In addition to killing off an entire army special forces group before meeting its demise at the hands of the Big 'A', the *Predator* also managed to squeeze millions of dollars into the cash registers of theatres around the country. Now 20th Century Fox Film Corporation is banking on the appeal of this super-human sportsman from space once again in the upcoming sequel, aptly named, *Predator 2*.

Unlike the first movie, which was staged in the remote jungles of a Central American terrorist nation, *Predator 2* shifts the action to a new kind of jungle: the steel and concrete type. Yes, the alien killing



Having finally been able to break out of the mold established by their predecessors, the cast and crew of *Star Trek - The Next Generation* have finally carved out an identity of their own. The hit syndicated television show has just finished its third season with an explosive cliffhanger that made the *Star Trek*

movies pale in comparison!

For those of you not familiar with the exploits of Captain Picard, Commander Riker, Worf, Data, Counselor Troi and the other officers commanding the new and improved Starship Enterprise, *Star Trek - The Next Generation* takes place about seventy-five years

after Captain Kirk, Spock and Bones made their tour of duty exploring the stars. The mission is the same, however, and each new episode of *The Next Generation* offers up the expected variety of strange life forms, identity invaders and otherworld adversaries that made the original

so much fun.

The new Enterprise is much more realistic as well, with new visual effects produced on computers in every show (no stock footage of the Enterprise floating in front of the same planets here!)



Picard, er, I mean Lakutas, you've become such a Borg!

N PLAY

ing & Beyond

machine sets up shop in the crime-infested streets of Los Angeles!

The hero in Predator 2, Danny Glover, is every bit the bad ass that Arnie was, taking on the meanest of movie monsters' invisible cloaking shield, wrist-activated knives and powerful shoulder-mounted cannon. The new Predator is rumored to have some other tricks up his armored sleeve as well!

Look for the action to get really hot when the Predator begins to take charge on the L.A. streets! Movie maverick Bill Paxton, who was a riot in the equally intense Aliens, appears in full fatigues to take the menacing monster down, but not before Predator hunts down his share of cops and bad guys alike!

Set for a December release, you can count on Predator 2 to thrill up big business come the Christmas season. Stay tuned for more on this blockbuster!

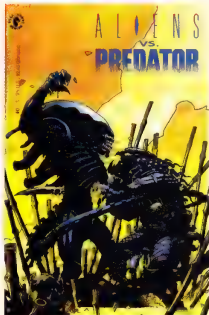
At the end of the third season the crew of the Enterprise was in an interstellar-sized mess! Not content with the vicious Klingons (which have joined the Federation of Planets in an uneasy alliance) or the ruthless Romulans (who have reappeared even bigger and badder than before), Rick Berman, one of the leading forces of the new Star Trek, has devised a bio-mechanical race of warriors known as the Borg. Previously encountered only once before in the second season, the Borg ripped into the Enterprise and absorbed photon torpedoes while making their intentions perfectly clear: kidnap Captain Picard and invade Earth!

To meet these goals, the Borg located the Enterprise, tore a nasty hole down the side of the ship, beamed on board and kidnapped Picard before resuming their direct

NEW PREDATOR AND NEW ALIENS GAME ALL IN ONE!!

Hot on the heels of the exciting announcement of a new Predator movie, Activision has snapped up the rights to the alien warrior, as well as another movie nightmare, the title character from Aliens! What's more, Activision plans to feature both of these box office behemoths in a single cart under the tentative title of Aliens vs. Predator!

Somewhat inspired by the magnificent illustrated stories by Dark Horse comics, the Aliens vs. Predator game cart, now scheduled for the Nintendo Entertainment System, promises to include plenty of action and live up to the powerfully intense movies that it borrows from. No information on the game is available at this time, but EGM will follow its progress!



Dark Horse Comics fabulous line of beautifully illustrated comic books continues with Aliens vs. Predator - starring the two movie

course to Earth. Thanks to the crew, the Enterprise managed to stop the Borg long enough to beam over and discover that the Captain has been changed into a Borg!

With a new weapon capable of destroying the Borg and Picard, the Star Trek universe is poised to see the end of Patrick Stewart's 24th century adventures. Or perhaps the 'Q', Picard's old omnipotent friend will show up and change the poor chap back to his old self. Maybe Guinyan, the alien bartender with super-human powers will intervene.

Whatever the outcome, ST-TNG has definitely proven that the Star Trek formula can work! Cutting out a few of the boring holodeck adventures and adding a few space battles would help spice up the show, but with rumors of ST-TNG movies on the way, I can wait!



Will the omnipotent 'Q' return to save Picard's day? Or has the Continuum lost interest in the human race?

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Revenge of Shinobi

1. Tony DeSilvery 2,408,100

- | | |
|--------------------|-----------|
| 2. Lee Ventercher | 1,836,400 |
| 3. Johnny Sims | 1,603,000 |
| 4. Craig Sirponski | 1,598,900 |
| 5. Julie Jenkins | 1,127,100 |

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**Send Scores For...
Cyber Core
All entries by Oct. 31**

Game	Score	Player
Abadox	88,000	Mike Miller
After Burner	14,335,970	Jeff Yonan
Bad Dudes	347,000	Mark Winters
Bubble Bobble	1,530,350	Rose Luchs
Burai Fighter	100,000	Target Score
Contra	6,443,500	Jim Hernandez
Double Dragon	128,350	Jim Hernandez
Double Dragon 2	116,080	David Wright
Gyruss	2,008,650	Jeff Yonan
Ironsword	229,850	Jim Allee
Karnov	534,500	Ralph Mendes
Marble Madness	76,800	Steve Ryno
Mega Man	357,200	Brent Walker
Ninja Gai Den	999,900	Josh Winter
Ninja Gai Den 2	245,200	Kevin Murphy
P.O.W.	111,000	George DeVries
Q*Bert	219,820	Mike Nichols
Rampage	81,900	Leslie Ford
Road Blasters	49,500	Mike Lee
Robowarrior	701,800	Donn Nauert
Rolling Thunder	92,100	Ray Severance
Sky Shark	1,043,570	Jeff Yonan
Silkworm	1,386,380	Donn Nauert
Shinobi	110,300	Mike Lee
Tetris	307,879	Dean Enser
Twin Eagle	804,700	Josh Winter

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Rules - All scores on Cyber Core must be received by October 31, 1990. If maximum scores are reached, the first five entries will be awarded prizes. All scores must be submitted on official Team entry forms and accompany a legible photo. Void where prohibited. Send SASE to High Scores, 1920 Highland Ave., Suite 300, Lombard, IL 60148 for an official entry form.

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Game	Score	Player
After Burner	9,704,000	Jeff Yonan
Altered Beast	22,900	Brian Sanderson
Double Dragon	357,580	Joshua McClintock
Missile Defense 3-D	659,000	Joe Tadder
Out Run	55,626,340	Dan Lee
Rampage	744,865	Max Rockafellow
Rastan	322,790	George Sun
R-Type	1,016,300	Brent Gustafson
Shinobi	940,100	Brian Herrmann
Space Harrier	7,266,990	Bill Day
Thunder Blade	3,054,000	Bob McGuire
Time Soldiers	7,437,700	Rob Siegmann

**Send Your
High Scores
to the Pros
at the U.S.
National**

Game	Score	Player
Alien Crush	202,805,100	Barry Bowman
Blazing Lasers	23,457,020	Brandon Fish
China Warrior	999,990	Berenger Fish
Cyber Core	1,068,300	Zach Neal
Dragon Spirit	464,900	Steve Ports
Fantasy Zone	98,265,100	Brandon Fish
Fighting Street	444,500	Brandon Fish
Galaga '90	1,504,140	Jeff Yonan
Legendary Axe	4,246,450	Brandon Fish
Monster Lair	304,900	Mike Lee
Side Arms	211,000	Brian Allen
Victory Run	18 min. 44.16 sec.	Jerry Tischler

**Video Game
Team and
Win Your Bid
At Video
Immortality!**

Game	Score	Player
After Burner 2	13,089,580	Jeff Yonan
Altered Beast	4,682,500	Lee Venteicher
Air Diver	21,946,300	Corey Miller
Curse	10,560,300	Jeff Yonan
Golden Axe	Finished	Justin Cornette
Ghouls and Ghosts	1,559,700	Glenn Stockwell
Rambo 3	17,420,100	Tristun Faber
Super Thunder Blade	6,882,700	Justin Cornette
Thunder Force 2	3,085,430	Dean Zink
Thunder Force 3	5,397,300	Martin Alessi
Truxton	2,640,160	Jeff Yonan

**Enter Our
Competition
and Send
Your Scores
to the Mag**

Game	Score	Player
1943	2,947,360	Brian Chapel
After Burner	68,588,000	November Kelly
APB	1,002,324	Greg Gibson
Diner (PIN)	89,220,000	Steve Ryno
Double Dragon	130,900	Brian Chapel
Hard Drivin'	529,800	Jerry Landers
Klax	3,205,000	Leong Su Chin
Operation Wolf	212,350	Mark Twitty
Smash TV	12,624,000 (1 Play)	Greg Gibson
Super Contra	10,640,310	Martin Alessi

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